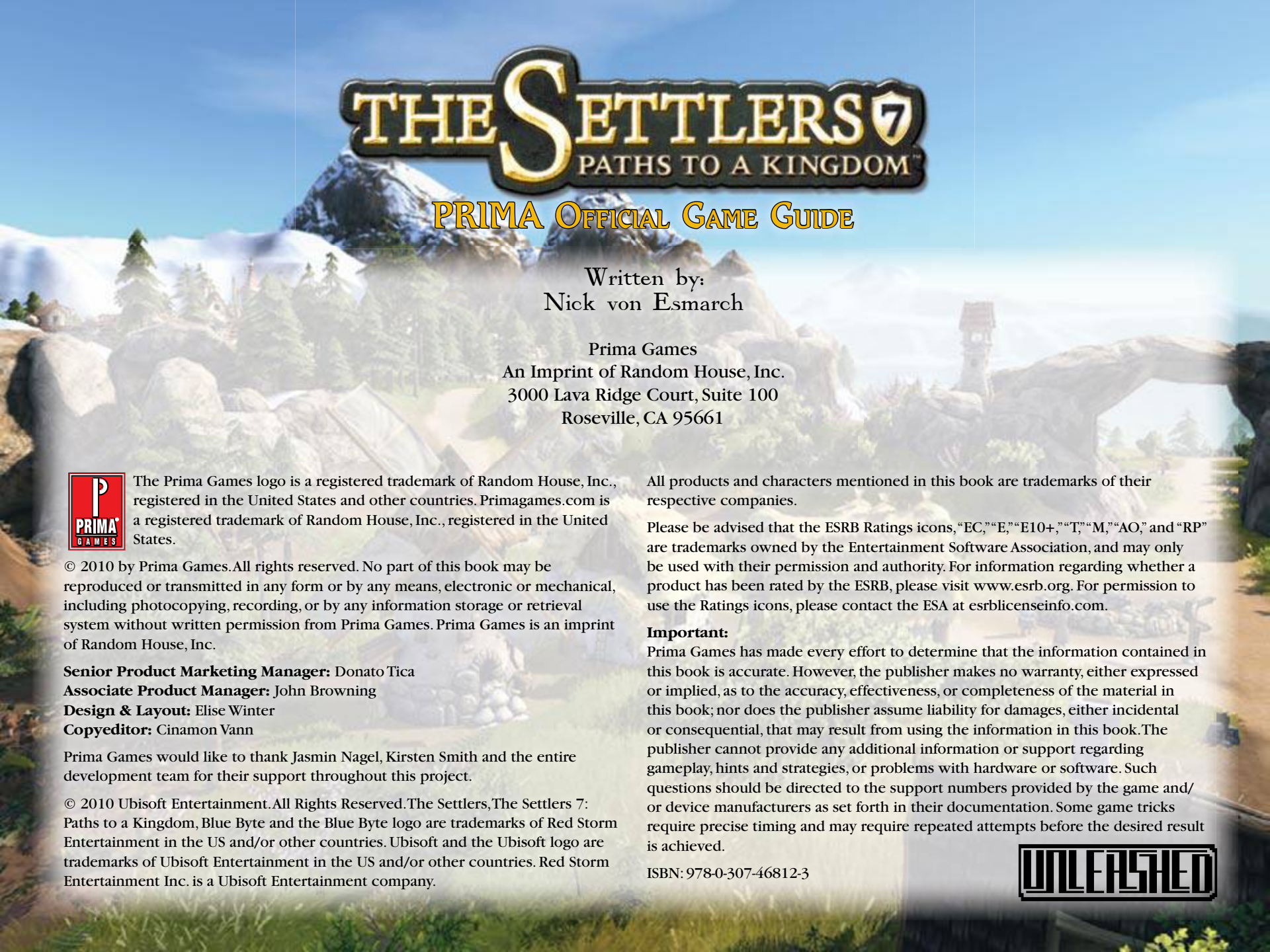


PRIMA OFFICIAL GAME GUIDE

Written by:
Nick von Esmarch

Prima Games
An Imprint of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2010 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is an imprint of Random House, Inc.

Senior Product Marketing Manager: Donato Tica
Associate Product Manager: John Browning
Design & Layout: Elise Winter
Copyeditor: Cinamon Vann

Prima Games would like to thank Jasmin Nagel, Kirsten Smith and the entire development team for their support throughout this project.

© 2010 Ubisoft Entertainment. All Rights Reserved. The Settlers, The Settlers 7: Paths to a Kingdom, Blue Byte and the Blue Byte logo are trademarks of Red Storm Entertainment in the US and/or other countries. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. Red Storm Entertainment Inc. is a Ubisoft Entertainment company.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:
Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 978-0-307-46812-3

UNLEASHED



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

How To Use this Guide

The Settlers 7: Paths to a Kingdom™ asks you to turn a simple settlement into a powerful empire. You must use every advantage to claim new resources, develop a stable economy, and expand your territory through Trade, Technology, and Warfare. The options available can be overwhelming at first. This guide takes you through each campaign map and details the methods best suited to opponents' strengths, starting locations, and available resources. Once you've mastered the basics of gameplay, this guide provides extensive tips from the game's developers to help the transition to competitive, online play.

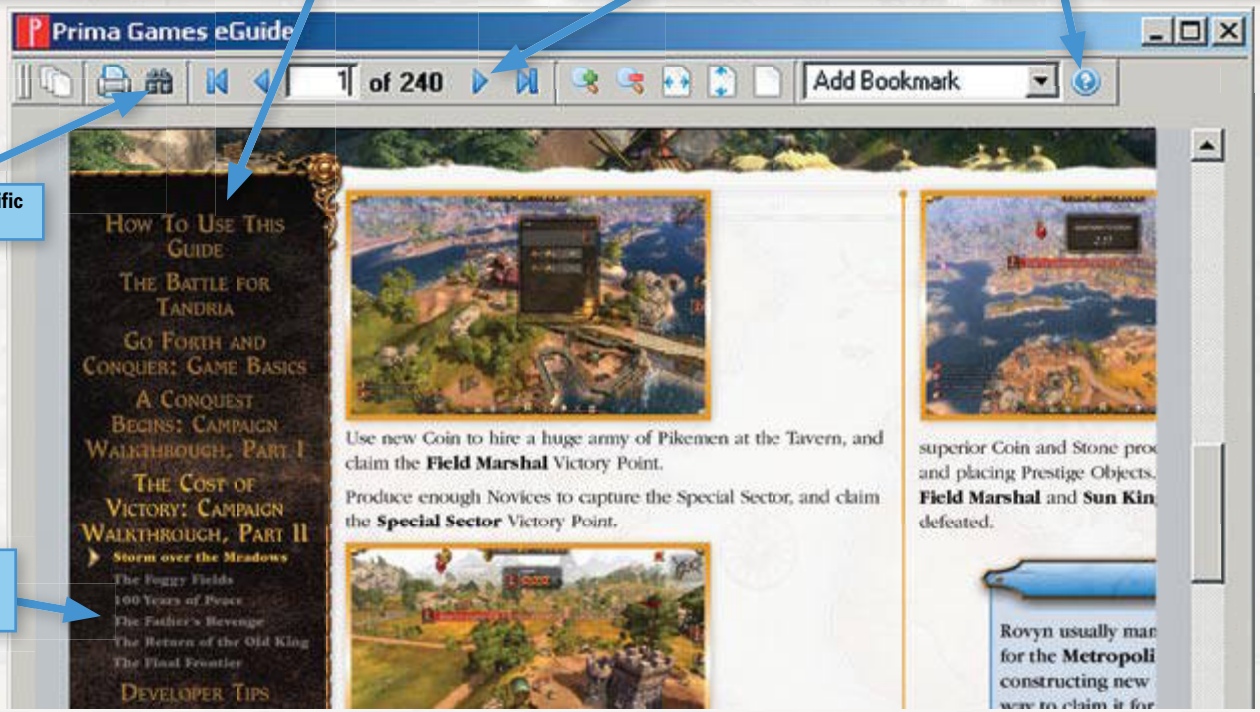
This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Settlers 7: Paths to a Kingdom* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.

Enter keywords to find a specific word or phrase.



Within each eGuide section, all sub-sections are displayed for easy navigation.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

The Battle for Tandria



This chapter offers a brief glimpse at the story and characters from *The Settlers 7: Paths to a Kingdom*.

Go Forth and Conquer: Game Basics



This chapter details basic game elements. Which buildings can be upgraded? Which resources are essential to early production? What are the distinct advantages of Trade, Technology, and Warfare? These questions and more are answered here.

A Conquest Begins: Campaign Walkthrough Part I



This chapter provides a walkthrough for the first six campaign maps. These maps act as a thorough tutorial and must be completed by meeting a series of specific objectives. From gathering resources to attacking enemy sectors, this walkthrough details the minimum steps required to advance through the first half of the campaign.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

The Cost of Victory: Campaign Walkthrough Part II



The second half of the campaign offers several paths to victory, and this chapter offers a detailed walkthrough for each remaining map. Because the maps covered in this chapter can be completed using a variety of tactics, the provided strategies offer the foundation to explore them all. This section will help you establish a balanced and versatile economy. You can use the tactics for Trade, Technology, or Warfare as described, or modify them according to your own preferences.

Developer Tips



Defeating computer-controlled opponents is one thing, but how do you edge out live opponents during dynamic multiplayer matches? This chapter offers detailed tips, tactics, and preferred methods straight from the people who developed the game.

How To Use This Guide
The Battle for Tandria
- The People's Crown
- Characters
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

The Battle for Tandria

The People's Crown

In times of peace and prosperity, the kings and queens of Tandria wore the people's crown—a symbol of the people's love and appreciation for a kind and compassionate ruler.

But that was long ago. Over the years, greed and cruelty corrupted the land. War and strife divided the kingdom. Great cities crumbled under the weight of tyranny.

Without a worthy successor, the people's crown was locked away.

Recent events have plunged Tandria into utter chaos. The armies of Lord Wolvering have managed to drive King Balderus from the land. New factions have entered the fray, and this struggle for power has drawn the attention of a neighboring kingdom.

Characters



Princess Zoé



King Konradin

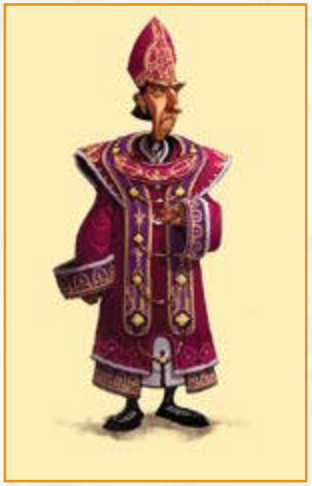


Lord Wolvering

How To Use This Guide
The Battle for Tandria
The People's Crown
Characters
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Dracorian



Bishop Matheusz



Bors



Raspun



Rovyn



Field Marshal Ludowig



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Go Forth and Conquer: Game Basics

Main View



1. **Main Menu Button** — activates the main menu.
2. **Population Display** — displays your current population and available living space. Hover over this box to display additional information about the specific makeup of your population.
3. **Basic Inventory Display** — displays required/available resources related to your current task.
4. **Map Overview Button** — activates the map Overview.
5. **Mini-Map Overlay** — a dynamic map that displays army locations and sector status. Jump to a sector by selecting it directly from the mini-map.
6. **Standings Ladder** — displays the number of Victory Points currently claimed by each player.
7. **Map Menu Bar** — buttons that access most gameplay elements:

Build	Prestige	Rewards
Economy	Victory Points	Logistics
Trade	Warfare	Technology

Overview



The Overview allows you to effectively manage various aspects of your realm.

Overview Modes

Warfare — Monitor enemy locations and issue commands to your General.

Work Yards — Monitor work yard efficiency and jump directly to production problems.

Food — Monitor and manage all Food consumption.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Geologist — Monitor and manage the status of all Miner work yards.

Construction — Monitor the status of construction sites.

Play Options

Campaign: The single-player campaign details the exploits of Princess Zoé across 12 maps. The campaign begins with a detailed tutorial and is strongly recommended for new players.

Skirmish: These games can be played against up to four computer-controlled opponents. Skirmish games can be customized in a variety of ways and provide players the means to hone their skills.

Multiplayer: These games are played against one or more live opponents. Multiplayer games can be customized and offer computer-controlled opponents to round out the playing field.

Empire: These games are ranked, online matches between randomly selected players. Empire games cannot be customized.

Expansion Methods

There are three main methods used to develop an economy and expand a territory. Each expansion method relies on specific resources and will generally be the focus of early production.

Trade

Trading for essential resources allows for a very effective economy, without the need for extensive production.

Branch Building



Export Office

Special Units


Hawker


Salesman


Merchant

Important Resources


Wool


Cloth


Garment


Jewelry


Horse


Wheel

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Bribery

Hawkers, Salesmen, and Merchants can be used to capture neutral sectors by enticing defending armies with Coin. The amount of Coin required varies based on the strength of the defending army and whether the sector is equipped with fortifications.

Trading Outposts



Initially, the Marketplace and Port only offer a few trades. Establishing new Trading Outposts should be the primary focus of any player using the Trade. Each Trading Outpost displays the trade offered, the traders required to claim it, and available routes to other Trading Outposts. Once a Trading Outpost has been established, the new trade becomes available from any Marketplace or Port on the map.

Each Trading Outpost can be claimed by only one player at a time, but occupied outposts can be bypassed for a small cost.

Technology

Technology improves the efficiency of virtually all aspects of an empire.

Branch Building



Church

Special Units

 *Novice*

 *Brother*

 *Father*

Important Resources

 *Plain Food*

 *Fancy Food*

 *Grain*

 *Beer*

 *Book*

 *Jewelry*

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Proselytism

Novices can be used to capture neutral sectors by convincing defending armies to abandon their posts. The number of Novices required varies based on the strength of the defending army and whether the sector is equipped with fortifications.

Technology Research



Technologies offer a wide variety of improvements to production and combat.

Animal Husbandry: The production time of Pig Breeders, Horse Breeders, and Shepherds is decreased to an average of 45 percent.

Aquaculture: Non-depleted Fishing Grounds hold more fish (+5) and recover. The production time of Fishers is reduced to 44 percent.

Architecture: Constructors work twice as fast and all building upgrades cost less.

Ballistics: Long-range attacks of Musketeers, Cannons, and fortifications cause 33 percent more damage.

Charge Attack: Melee units deal out more damage (Pikemen +40%, Cavaliers +50%).

Dictionary: The amount of clerics needed to research Technologies is reduced by 33 percent.

Exercise: Armies regenerate five times faster and remobilize twice as fast. Your Prestige is increased by one level.

Engineering: Your workers don't need Tools anymore.

Forced March: Troops move twice as fast. Your Prestige is increased by one level.

Forestry: The production time of Foresters, Woodcutters, and Sawmill workers is reduced to an average of 55 percent. The time trees need to grow to full height is reduced to 40 percent.

Geology: The production time of Stonecutters is lowered to 40 percent, while Miners do their work in 60 percent of the usual time.

Hygiene: Residences offer more living space (Residence +2, Noble Residence +4).

Ornamentation: Your Prestige is increased by two levels.

Piecework: All work yards on Residences and Noble Residences operate twice as fast as average.

Purity Law: Instead of only one Coin, you get two Coins for your Beer at the Tavern.

Spyglass: The enemies' armies and economies reveal essential information.

Reinforcement: Fortifications withstand 50 percent more damage.

Scarecrow: Grain Farmers and Millers work twice as fast, and the time until Grain Fields can be harvested is cut in half.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Each Technology displays the clerics required to begin research. While a Technology is researched, other players may bid additional clerics to take control of the Technology. Once research is complete, that Technology becomes unavailable to all other players.

Warfare

Investing in Warfare provides advanced soldiers to be used for both offense and defense.

Branch Building



Stronghold

Special Units

Pikeman

Musketeer

Cavalier

Cannon

Standard Bearer

Important Resources

Plain Food

Fancy Food

Coin

Wood

Iron

Coal

Weapon

Horse

Wheel

Combat

Soldiers can be used to conquer sectors by overwhelming defending armies with superior strength. Soldiers can conquer both neutral and enemy sectors, but Musketeers and Cannons are required to overcome fortifications.

Generals

New Generals are available at the Tavern and can be hired to lead additional armies. Specialized Generals also can improve the performance of the soldiers they command.

Bertram the Bonecrusher: +50 percent close combat damage

Philipp the Prudent: +25 percent close combat damage, +25 percent long-range combat damage

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Theobald the Tactician: +50 percent long-range damage

Hugo the Hotspur: +25 percent close combat damage, +25 percent siege damage

Cuno the Cool-Headed: +25 percent long-range damage, +25 percent siege damage

Siegfried the Specialist: +50 percent siege damage

Either a Stronghold or Export Office must be available before a second General can be hired. Upgrades to these buildings provide vacancies for additional Generals.

Settlers
Workers



Baker



Blacksmith



Bookbinder



Brewer



Butcher



Carrier

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Charburner



Coiner



Goldsmith



Miller



Constructor



Farmer



Miner



Papermaker

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Ranger



Sawmill Worker



Toolmaker



Weaver



Smelter



Tailor



Wheelmaker

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Traders



Hawker



Salesman



Merchant

Clerics



Novice



Brother



Father

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Soldiers



Pikeman



Musketeer



Standard Bearer



Cavalier



Cannon

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Buildings

Standard Buildings

Residence



This is an upgradable building.

The Residence is used to raise total living space throughout an empire, but also provides access to several essential work yards.

Living Space: 4
Construction Costs: Plank × 2, Stone × 1
Upgrade 1: +4 Living Space (Cost: Plank × 2, Stone × 1)
Upgrade 2: +4 Living Space (Cost: Plank × 2, Stone × 1)

Available Work Yards

- *Papermill*
- *Weaving Mill*
- *Brewery*
- *Bakery*
- *Wheelwright*
- *Toolmaker*

Noble Residence



This is an upgradable building.

Like the Residence, the Noble Residence provides a boost to living space and has its own complement of available work yards. A Noble Residence offers more living space than a common Residence, but uses more resources in its construction. The Noble Residence is unique in that each attached work yard consumes a unit of Plain Food during production.

Living Space: 5
Construction Costs: Plank × 3, Stone × 2
Upgrade 1: +5 Living Space (Cost: Plank × 2, Stone × 2)
Upgrade 2: +5 Living Space (Cost: Plank × 2, Stone × 2)

Available Work Yards

- *Bookbindery*
- *Mint*
- *Blacksmith*
- *Goldsmith*
- *Tailor*
- *Butcher's*

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Farm



The Farm serves as the basis for all agricultural production, making it an important part of most every economy. Warfare, Technology, and Trade can all benefit from well placed Farms.

Living Space: 1

Construction Costs: Plank × 3

Available Work Yards

- *Grain Barn*
- *Piggery*
- *Shepherd*
- *Stable*
- *Windmill*

Lodge



The Lodge is the base building for Wood production. Because it requires no Stone to build, an appropriately equipped Lodge can recover consumed resources almost immediately after construction.

Living Space: 1

Construction Costs: Plank × 3

Available Work Yards

- *Fisher*
- *Hunter*
- *Sawmill*
- *Woodcutter*
- *Forester*

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Mountain Shelter



The Mountain Shelter is responsible for all mining, smelting, and Stone-gathering operations. It is essential to any economy.

- *Coal Miner*
- *Iron Miner*
- *Gold Miner*
- *Iron Smelter*
- *Quarry*
- *Coking Plant*

Storehouse



This is an upgradable building.

Aside from its obvious role in resource storage, the Storehouse is the foundation of resource delivery throughout an empire. Additional Storehouses can be constructed immediately, but the ability to upgrade these structures must be unlocked through the Prestige Tree. A fully upgraded Storehouse is always provided in a starting sector, but additional Storehouses should be constructed and upgraded to meet the demands of a growing economy.

Living Space: 1

Carriers: 2

Storage Limit: 20 (per resource)

Construction Costs: Plank × 1

Upgrade 1: Storage Limit +30, Carriers +1 (Cost: Plank × 1, Stone × 1)

Upgrade 2: Unlimited Storage, Carriers +1 (Cost: Plank × 1, Stone × 1)

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Special Buildings

Stronghold



This is an upgradable building.

The Stronghold is used to train the different military units for conquering and defending sectors. Upgrading a Stronghold allows for the production of advanced units. Like all branch buildings, the Stronghold offers Prestige slots that can be used to place Prestige Extensions.

Construction Costs: Plank × 10, Stone × 10

Upgrade 1: Plank × 10, Stone × 10, Iron × 2 (allows Cavalier production)

Upgrade 2: Plank × 10, Stone × 10, Iron × 3 (allows Cannon and Standard Bearer production)

Available Units and Costs

Pikeman: Coin × 1, Weapon × 1, Population × 1

Musketeer: Coin × 1, Weapon × 1, Coal × 1, Population × 1

Cavalier: Coin × 2, Weapon × 1, Fancy Food × 1, Horse × 1, Population × 1

Cannon: Coin × 2, Weapon × 2, Wheel × 2, Coal × 1, Fancy Food × 1, Population × 2

Standard Bearer: Coin × 10, Wood × 1, Iron × 1, Population × 1

Church



This is an upgradable building.

The Church produces the clerics used in Technology research, sector defense, and Proselytism. Upgrading a Church allows for production of higher-ranking Clerics. Like all branch buildings, the Church offers Prestige slots that can be used to place Prestige Extensions.

Construction Costs: Plank × 10, Stone × 10

Upgrade 1: Plank × 10, Stone × 10, Iron × 2 (allows Brother production)

Upgrade 2: Plank × 10, Stone × 10, Iron × 3 (allows Father production)

Available Units and Costs

Novice: Beer × 1, Plain Food × 1, Population × 1

Brother: Beer × 2, Plain Food × 2, Book × 1, Population × 1

Father: Beer × 3, Fancy Food × 2, Book × 3, Jewelry × 1, Population × 1

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Export Office



This is an upgradable building.

The Export Office produces the traders that exchange goods at the Marketplace and Port, establish new Trading Outposts, and capture sectors with Bribery. Upgrading an Export Office allows for production of more efficient traders. Like all branch buildings, the Export Office offers Prestige slots that can be used to place Prestige Extensions.

Construction Costs: Plank × 10, Stone × 10

Upgrade 1: Plank × 10, Stone × 10, Iron × 2 (allows Salesman production)

Upgrade 2: Plank × 10, Stone × 10, Iron × 3 (allows Merchant production)

Available Units and Costs

Hawker: Garment × 1, Population × 1

Salesman: Garment × 1, Jewelry × 1, Population × 1

Merchant: Garment × 1, Jewelry × 1, Horse × 1, Wheel × 2, Population × 1

Constructor



The Constructor is necessary for constructing and upgrading all buildings and fortifications. A fully upgraded Constructor is always provided in your town sector. Additional Constructors can be built and upgraded after unlocking the option in the Prestige Tree.

Constructors: 1

Construction Costs: Plank × 1, Stone × 1

Upgrade 1: +1 Constructor (Cost: Plank × 1, Stone × 1)

Upgrade 2: +1 Constructor (Cost: Plank × 1, Stone × 1)

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Well



Wells provide the Water needed for the production of Beer, Paper, and various livestock. Wells have limited storage, but produce Water at a steady rate. It's generally best to build Wells for each work yard requiring Water. Large operations may be best served by building multiple Wells in the same area.

Construction Cost: Stone × 4

Prestige Objects



Prestige Objects are used to raise your Prestige Level. The cost of a Prestige Object is determined by its size, so investing in more expensive Prestige Objects can save valuable space.

Small Prestige Object: +1 Prestige point (Cost: Iron × 1, Coin × 1)

Medium Prestige Object: +1 Prestige point (Cost: Stone × 1, Coin × 1)

Large Prestige Object: +1 Prestige point (Cost: Stone × 3)

Resources

A powerful empire requires an effective economy, which is achieved through gathering and refining various resources. Although every map begins with a supply of basic resources, growing an economy relies on careful planning and wise investment of initial materials. From grinding Grain into Flour to the assembly of Cannons, every processed good begins with gathered resources that must be refined and supplied to specialized Workers. Whether an empire favors Trade, Technology, or Warfare, proper resource management is the surest route to victory.

Essential Resources

These resources serve as the basis for all production and should be gathered as quickly as possible. All resources in this category are collected from Forests, Mines/Stone Piles, or basic buildings available for construction at the beginning of play.

Wood



Wood is harvested from trees and is available in the town sector on most maps. Wood is necessary for various stages in production of many important resources, such as Plank, Tools, Weapons, Wheels, and Paper.

When supplied to a Coking Plant, Wood also can be used as an alternative source for Coal. If a Coal Mine is unavailable (or insufficient) to meet demand, make sustainable Wood gathering an early priority.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Stone



Stone is required for most construction and building upgrades. Once the appropriate Prestige option has been unlocked, Stone can be used to upgrade streets, speeding all resource deliveries. In the early stages of most maps, limited amounts of Stone can be gathered from Stone Piles. Eventually, Stone should be gathered by Geologists or secured through trade.

Grain



Early Grain supplies will likely be used for goods such as Bread and Beer, but this resource is also vital to many other production chains, including Horses and Animal (when produced from a Piggery). Grain Barns take up large amounts of Fertile Ground, however, so great care should be taken in the early stages of city planning.

Water



Water is produced by Wells and is usually available immediately upon starting a map. Primarily used in the production of Beer and livestock, Water is involved in most Grain production chains and should be made readily available to all appropriate work yards. Larger operations require more than one Well to keep up with Water demands.

Coal



Even in the early stages of expansion, Coal is needed for vital production chains. A basic resource in both Iron and Coin production, multiple units of Coal are required to create even low-level soldiers. Players relying on Warfare should work to establish strong Coal production as early as possible.

Iron Ore



Iron Ore is gathered from mines and must be processed by an Iron Smelter before it can be used in further production. Once refined, Iron is used in basic items like Tools and Weapons, and in more specialized goods like Jewelry and Wheels. Iron has an important role in all three expansion methods, but empires favoring Warfare will require much more Iron than those using Technology or Trade.

Gold



Gold's primary use is Coin production, but it is also used to craft Jewelry required for clerics and traders.

Animal



Animal can be gathered by Hunters or produced at a Piggery. Once collected, Animal is processed by a Butcher and is the base resource for Meat production.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Production Goods

These are resources that have been refined by at least one work yard.

Plank



Plank is the most basic use for Wood, and it is primarily used for building construction and upgrades. A steady supply of Plank helps ensure that an empire is able to colonize new sectors.

Coin



Coin can be exchanged for a variety of goods, but it is primarily used to produce soldiers. Whether soldiers are hired from the Tavern or trained at the Stronghold, maintaining an effective army takes a steady supply of Coin.

Flour



Flour is used to produce Bread. Flour production is fast and inexpensive, but it requires large patches of Fertile Ground for the supporting Grain Barns.

Bread



Bread production is a sustainable source of Plain Food, which can be used to train clerics, hire Pikemen, and fulfill the Food requirement of Noble Residence work yards.

Fish



Fish are found off the shores of some sectors and are a convenient supply of Plain Food. However, a Lodge with one or more Fisher work yards can quickly deplete Fishing Grounds.

Meat



Meat is the only source of Fancy Food. A reliable source of Animal ensures that Fancy Food is always available.

Horse



Horses are required to produce Cavaliers and Merchants. Because Horses require large amounts of Grain, it's best to anticipate demand and adjust production accordingly.

Beer



Beer production is simple and extremely useful to any economy. Aside from providing the foundation of all cleric training, Beer can be sold to Taverns in exchange for Coin. Beer requires only Grain, Water, and a Brewery, so production can be easily established very early. Because Tavern sales are handled by Carriers rather than traders, strong Beer production can be a great help to early development.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Paper



Paper is used in Book production and requires a supply of Water and unrefined Wood. Because of Paper's limited applications, care should be taken to avoid overproduction of this resource.

Book



Books are used to train Brothers and Fathers. Books are essential to advanced Technology research. Bookbinderies must be attached to Noble Residences, and they consume Food in addition to the Paper required for actual Book production.

Wool



Wool is produced at the Shepherd work yard and requires only a supply of Water. Because it's used in Garment production, Wool is an important component in Trade.

Cloth



Cloth is refined from Wool at the Weaving Mill and is an important part of Trade. Cloth is produced from Wool. Production requires Fertile Ground to be maintained and should be considered when developing an expansion strategy.

Garment



Garments are produced by the Tailor work yard and used in the production of all traders. Because the Tailor is a Noble Residence work yard, Garment production requires a supply of Food in addition to Cloth. Garments can be exchanged for Coin at all Marketplaces and Ports.

Jewelry



A Goldsmith refines Gold and Iron into the Jewelry needed for advanced clerics and traders. Although it is important to both Trade and Technology, Jewelry production relies on valuable Iron and Gold. Surplus Jewelry can be exchanged for Coin at all Marketplaces and Ports.

Weapon



Weapons are needed to hire new Generals and produce soldiers at the Stronghold. The Blacksmith is a Noble Residence work yard and will consume Food in addition to the Iron and Wood required for Weapon production. Even players favoring Technology and Trade should make use of specialized Generals, so Weapon production plays an important part in most economies. (Note that players favoring Technology must build a Stronghold or an Export Office in addition to their Church in order to recruit additional Generals in the Tavern.)

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
Main View
Overview
Play Options
Expansion Methods
Settlers
Buildings
Resources
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Wheel



Wheels are needed to produce Cannons and Merchants, making them particularly important to Warfare and Trade. Because a Wheelwright requires Wood and Iron, Wheel production should be carefully monitored.

Tool



The Tool is the only resource required to establish an operational work yard, making it an absolutely essential part of all production. Tools serve no other purpose, however, so overproduction should be avoided. If required resources are unavailable for production, Coin can be exchanged for Tools at the Tavern.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

A Conquest Begins: Campaign Walkthrough, Part I

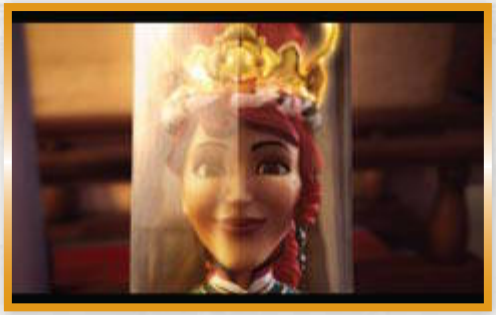
The single-player campaign not only chronicles Princess Zoé's quest for a crown, but serves as an excellent tutorial for new players. As the campaign progresses, new maps gradually introduce game elements and scenarios—finally culminating in the decisive battle for Tandria.

The first six campaign maps emphasize basic game mechanics, and must generally be completed by meeting specific objectives detailed on the Quest Board.

In the role of Princess Zoé, it is up to you to create order from the chaos of Tandria, and return this crumbling empire to its former glory.

The Dawn of Settlements

Mohnfelden: *Turn Mohnfelden back into the lively place it used to be! You start your journey with your Castle, a big Storehouse full of resources, a Constructor, and the Tavern—the core of every realm in this world.*



Driven by ambition and desire, Princess Zoé travels to Mohnfelden to begin the conquest of Tandria. Bors, an old friend of King Konradin, meets Zoé upon her arrival and agrees to serve as her advisor. With Lord Wolvering's influence reaching even this small town, Bors is sure to prove a valuable asset.

Enemy Forces



Ramírez

Ramírez has no soldiers at the start of play, but acquires a small army as the Quest Board objectives progress.

Starting Resources

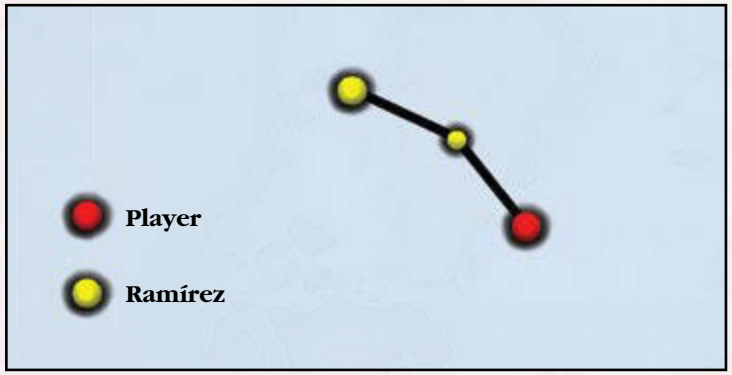
Wood × 5	Plank × 50	Stone × 5
Coin × 100	Grain × 5	Flour × 5
Tool × 100		

Established Production Chains

None

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Overview



Friendly Sectors: 1

Enemy Sectors: 2

Neutral Sectors: 0

This map introduces the several basic game mechanics and must be completed by satisfying Quest Board objectives. Your town sector has a good supply of Wood and Stone, and will provide all resources required to complete the map. At the beginning of play, most commands and menus are unavailable. Complete objectives as they appear on the Quest Board to build a capable army and expand your empire.

TIP



The Quest Board tracks your progress, offers basic tutorials, and can answer most questions a new player might have. Whenever an objective seems unclear, be sure to check the Quest Board for helpful information.

Objective: Survive the Mouse Configuration

The first objective can be skipped, but completing the mouse configuration is quick and automatically adjusts camera rotation. Simply rotate the camera up and to the right as prompted to complete this objective.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Mouse configuration can be changed at any time through the Options menu.

Objective: Observe Your Realm

To proceed with play, move the camera as indicated by the Quest Board:

- Move the camera around.
- Rotate the camera.
- Zoom in and out.

Once you've completed these steps, it's time to begin building up your town.

Objective: Gather Stones from Stone Piles

Construct a Mountain Shelter with at least one Quarry work yard near the Stone Piles on the southern edge of your town sector.



Provided resources allow for additional work yards, so consider constructing a second Quarry to speed up the process. Gather two units of Stone to complete this objective.

Objective: Create Living Space for Your Settlers

Build a Residence to raise the total living space to 20.



Because it will be used to establish a Bread production chain in later objectives, place the Residence near your Storehouse. Ensure that at least one work yard slot is available before beginning construction. Build at least one Residence to complete this objective.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Objective: Produce Enough Planks

To establish Plank production, build a Lodge with at least one Sawmill anywhere on the map. Lodges generally should be near trees, but the small amount of Wood provided at the start of play is enough to complete this objective. Attach two Sawmill work yards to the Lodge to speed production.



Because no additional Wood is needed, a Woodcutter work yard is not necessary to complete this objective.

Objective: Construct Storehouses

Construct at least one additional Storehouse to complete this objective.



Objective: Set up a Production Line for Flour

Build a Farm near your main Storehouse, and attach at least one Grain Barn and Windmill to complete this objective.



Objective: Set up a Production Line for Bread

Build at least one Bakery in a Residence work yard slot.



Five units of Flour are provided at the start of play, so a second Bakery can be placed to increase initial Bread production. Finish building a Bakery to complete this objective.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Objective: Fight Ramírez Back

Ramírez's new army consists of three Pikemen, and must be driven from the neighboring sector. Hire at least three additional Pikemen at the Tavern as Bread becomes available.



Units can be queued up before the specified resources have been acquired. This will prompt Carriers to transport needed resources as they become available.

Send your army into Ramírez's sector once your General commands at least five Pikemen.



Select your General directly, or through the Warfare menu to send your army into Ramírez's sector.

Wait for the battle to resolve. Once all enemy soldiers have been defeated, Ramírez's General surrenders the sector. Capture the enemy camp to complete all objectives and win the map.





How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Warfarers Welcome

Brem: *A small settlement with rich Fishing Grounds and Stone Piles, but no other resources. Hence, to defeat Ramírez, you will have to expand your Realm and turn Brem into a buzzing, powerful town.*



Driven from Mohnfelden, Ramírez regroups and goes about gathering fresh soldiers. Given enough time, rich Gold Mines will provide Ramírez enough Coin to hire a massive army. Before risking a direct battle, Zoé and Bors must capture the Gold Mines for themselves, leaving Ramírez with no way to pay his mercenaries.

Enemy Forces



Ramírez

Ramírez begins the map with one General and four soldiers.

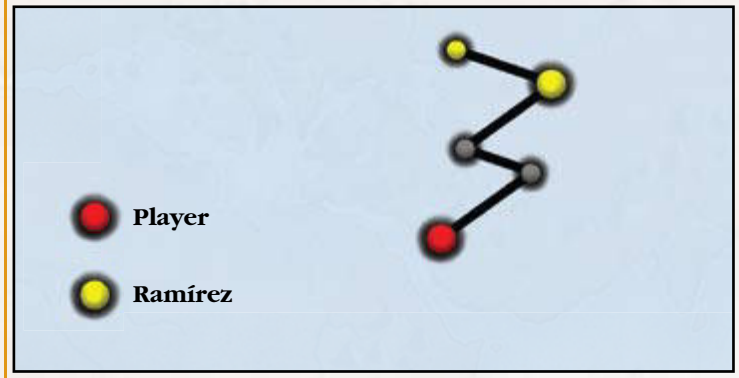
Starting Resources

Wood × 20	Plank × 20	Coin × 20
Coal × 30	Gold × 5	Tool × 100
Animal × 15	Stone × 30	

Established Production Chains

None

Overview



Friendly Sectors: 1
Enemy Sectors: 2
Neutral Sectors: 2

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Objective: Establish a Basic Settlement

The first objective for this map requires you to expand your population to 15 Settlers. Build a Mountain Shelter and Quarry near the Stone Piles in the southeast corner of your town sector.



Remember to connect new buildings using roads.

Two more work yards will bring the total population up to the required number. Build a Lodge with a Woodcutter and Sawmill near any of the three Fishing Grounds on the map. Leave the remaining slot open for a Fisher work yard to be built soon.



Objective: Expand Your Realm

Fisher work yards are now available, and should be constructed to begin Plain Food production. Attach one Fisher to the Lodge's remaining work yard slot, and construct Fishers near the other available Fishing Grounds. Fishing Grounds will eventually deplete, but not before providing more than enough Plain Food to complete the map. Build two Fishers near both remaining Fishing Grounds to avoid supply problems later in the map. Construct Residences to accommodate new workers. Consider building additional Quarries, Woodcutters, Sawmills, and Storehouses once living space is available.



TIP

Fishing is very slow compared to other resource gathering. Make sure to build Storehouses near all Fishers.

With Fish production up and running, reinforce your army with Pikemen from the Tavern. The mining sector is defended by four neutral Pikemen. Hire at least two Pikemen at the Tavern, and move your General in to attack. Wait for your General to capture the mining sector to complete this objective.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Objective: Establish a Coin Production Line

The mining sector provides two Gold Mines and two Coal Mines that will be used to support Mint work yards. Build two Mountain Shelters, and add multiple Coal Miner and Gold Miner work yards as living space allows.



TIP

Manually assigning each work yard to an appropriate mine is a good habit to develop, and will control the rate at which each mine depletes—an essential step in resource management for later maps.

Build a Storehouse near the Mountain Shelters. Construct a Noble Residence with two Mint work yards near your main Storehouse.



As Noble Residence work yards, Mints require Food to produce goods. Ensure that Plain Food supply lines are running smoothly, and produce six new Coins to complete this objective.

Objective: Conquer the Deer Sector

The next sector contains multiple Hunting Grounds needed for Fancy Food production. It is defended by three neutral Pikemen. Reinforce your army as needed, and send your General to attack.



Once the sector is under your control, build a Lodge with at least two Hunter work yards and a new Storehouse.



Build a Butcher's on an open Noble Residence work yard.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Head to the Tavern, and hire at least 10 Musketeers. Send your General to attack Ramírez's sector once all Musketeers have arrived.



CAUTION

Most Musketeers will be lost to the fortifications, and Ramírez's General is prepared with four Pikemen of his own. Hire additional Pikemen during the battle, and be prepared to retreat if reinforcements don't arrive in time.

Once your army contains at least five Pikemen, engage Ramírez's General and conquer the sector to complete the map.



Novice Rising

Ochsenrath: *An Ancient Library is located near the prosperous village of Ochsenrath. Beware, Raspun is reaching out for the Library to fulfill his dark plans! To avoid this, Ochsenrath will need an established Church Branch.*



Raspun and the Order of the Dragon are moving on Bishop Matheusz's Library. The knowledge locked away in the Ancient Library could be used to develop remarkable Technologies, and must be kept from the Order at all costs. If Princess Zoé can convince the Library's Archivist to share even a few Technologies, defeating Raspun should be a simple matter.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Enemy Forces



Raspun

Raspun controls one General and four soldiers.

Starting Resources

Plank × 10	Stone × 15	Coal × 5
Coin × 5	Grain × 10	Flour × 5
Bread × 15	Meat × 13	Tool × 100

Established Production Chains

Stone: Quarry × 2

Plank: Woodcutter × 2, Sawmill × 1

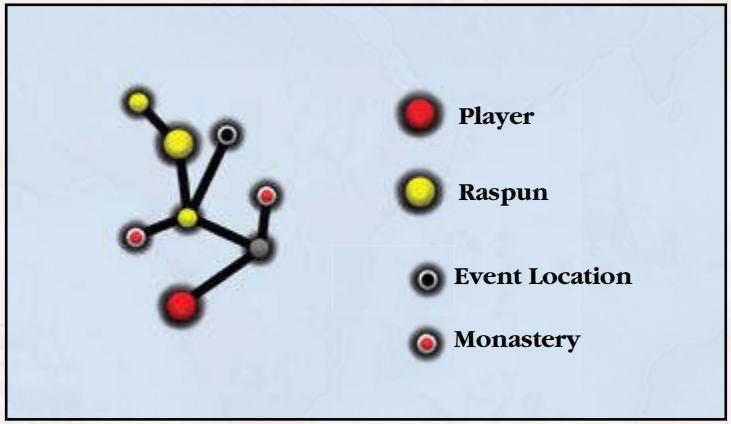
Bread: Grain Barn × 2, Windmill × 2, Bakery × 2

Coin: Gold Mine × 1, Coal Mine × 1, Mint × 1

CAUTION

A settlement with large production chains will generally have multiple warnings of low-efficiency work yards at the start of play. These production chains often correct themselves as resources are gathered and refined, but supply problems should be evaluated and addressed as soon as possible—essential work yards may not have been provided or may be sharing resources with low-priority production chains.

Overview



Friendly Sectors: 1

Enemy Sectors: 3

Neutral Sectors: 1

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Event Location: Ancient Library



The Ancient Library offers only one Quest, which must be completed to win the map. Send clerics to aid the Archivist in his research, and gain access to powerful Technologies.

Scholars for the Archivist

As Raspun casts his dark shadow upon the Ancient Library, the Archivist grows more and more worried. Support him by sending Novices as scholars to gain access to the Library!

Base Cost: Novice × 3

Reward: Technology Research

This map introduces the Church branch building, and the role of clerics in researching Technologies. Plain Food, Beer, and Coin are all essential production chains, and should be established or supplemented as soon as possible. Established Wood and Stone operations are sufficient to support the economy, but Grain production eventually should be expanded.

Enough Fancy Food is provided to complete the map, but the neighboring neutral sector offers a source of Animal for additional production. Victory must be achieved by meeting Quest Board objectives.

Objective: Establish a Church Branch

The option to build a Church is not immediately available, and must be unlocked through the Prestige Tree. Place two Large Prestige Objects to reach Prestige Level 2.



Unlock the **Stronghold, Export Office, and Church** Prestige Tree option, and begin constructing a Church immediately.



Place the Church near your main Storehouse to speed up resource delivery. While the Church is under construction, take a moment to smooth out the rough spots in existing production chains and prepare for the next objective.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Construct at least one additional Grain Barn at the established Farm. Place a new Residence in this area, to be used for the Brewery work yard.



Objective: Train Novices in the Church

Once the Church is complete, the Brewery work yard is made available for construction. The Brewery can be attached to any open Residence work yard slot, but is most productive when placed near established Grain Barns. Place a Well near the existing Storehouse to begin Beer production. Assign a temporary Plain Food boost to the Brewery and head to the Church.



Train at least three Novices to complete the current objective.

CAUTION

Make sure to take the Brewery off its Food boost after producing enough Beer to match Bread supplies. At this point in the map, there is no use for surplus Beer—Plain Food is a much more versatile resource for this map.

TIP



Build at a Lodge with at least one Fisher near the Fishing Grounds. This allows for temporary Food boosts without interrupting Novice and Coin production, and will take up far less space than expanding Bread production. Add a Storehouse for faster production.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Objective: Send Novices to the Ancient Library

Once three Novices have been trained, send them to the Archivist by selecting the Ancient Library.



While this objective resolves, go to the Tavern and hire two Pikemen to reinforce provided soldiers. Attack the nearby neutral sector with at least five Pikemen.



Objective: Use the Technologies to Your Advantage

Once the Archivist grants access to Technology Research, resume Novice training at the Church. Only 10 Novices are required to research all available Technologies, and they should be deployed through the Technology board as soon as individual research requirements are met.



Research available Technologies to complete this objective.

Objective: Crash Raspun's Defense

Raspun's sectors are well defended, and require a large complement of Musketeers to overcome. Along with the **Ballistics** Technology, at least 13 Musketeers must be hired for a successful attack. Return to the newly conquered sector and construct a Lodge with at least two Hunters. Build a Storehouse to speed up the collection of Animal. Build additional Hunters as resources become available.



Attach a Butcher's work yard to the available town sector Noble Residence to begin Meat production.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Place the Butcher on a Fancy Food boost to reduce Plain Food consumption.

In addition to Meat, Coin is essential to building an effective army. A steady Coin production chain is provided at the start of play, and will eventually produce enough Coin to complete the map. Increase Coin production to speed up the process.

Build an additional Gold Miner work yard near the mines in your town sector.

Build Coal Miners near captured mines. Construct a new Storehouse to maintain production.





Build a second Mint in your town sector, and place both Mints on a Fancy Food boost.

CAUTION

Avoid placing Mint work yards on the Butcher's Noble Residence, as the Butcher should remain on a constant Fancy Food boost.



With only one Butcher, Meat production will not keep pace with Fancy Food demand. Monitor Meat consumption to ensure Musketeers can be hired.

Build additional Hunter and Butcher's work yards while Hunting Grounds are plentiful. As Hunting Grounds are depleted, place Mint work yards back on Plain Food consumption.

Head to the Tavern to queue up at least 13 Musketeers. Replace any Pikemen lost in the previous battle.

NOTE

Hired soldiers will quickly consume remaining living space. Make sure you can accommodate an army by building Residences or demolishing unneeded work yards.

Once your army is assembled, attack Raspun's sector and engage his fortifications.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Once you destroy the first tower, your army will automatically move to attack a second tower within the sector. If Musketeer numbers have dropped significantly, consider returning to a friendly camp to allow remaining units to recover.

After you've destroyed the fortifications, Raspun's army moves to defend the sector.



Defeat the last of Raspun's defenses to capture the sector and complete the map.

The Trading Apprentice

Winterlin: *The journey has taken you to the shore of the ocean. A busy Port gives you the opportunity to open up Winterlin's world with profitable Trading Routes. The problem is that Raspun is already blocking passage to the Port.*



Raspun may have lost the Ancient Library, but he definitely has the advantage in Winterlin. Princess Zoé is cut off from the Port, and must assemble an army capable of breaking through—and holding—Raspun's fortified sector.

Enemy Forces



Raspun

Raspun begins the map with one General and 10 soldiers defending a fortified sector.

Starting Resources

Wood × 25	Plank × 20	Stone × 15	Coal × 15
Iron × 5	Gold × 15	Coin × 10	Grain × 10
Flour × 25	Bread × 25	Fish × 25	Animal × 5
Meat × 5	Water × 100	Book × 5	Wool × 5
Garment × 1	Jewelry × 5	Tool × 100	

Established Production Chains

Plank: Woodcutter × 1, Sawmill × 1

Bread: Grain Barn × 3, Windmill × 1, Bakery × 1

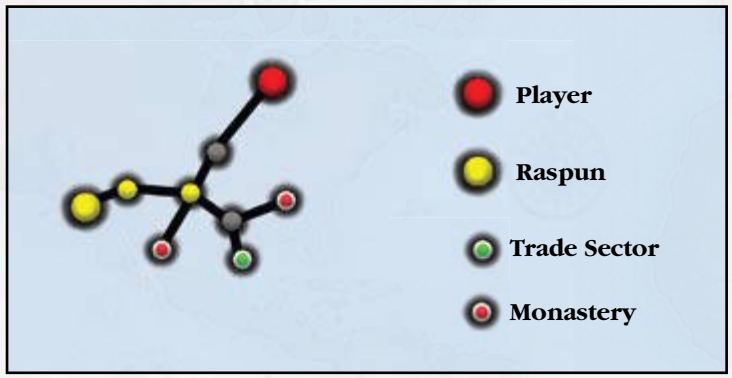
Meat: Hunter × 1, Butcher's × 1

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

NOTE

The Mint provided at the start of play will only produce Coins for a short time. Additional sources of Gold and Coal must be established to keep this work yard operational.

Overview



Friendly Sectors: 1

Enemy Sectors: 3

Neutral Sectors: 2

This map introduces the Export Office and the role of traders. The Export Office is not available for immediate construction and must be unlocked through the Prestige Tree and objective completion. Stone is in particularly short supply, so all construction should be carefully planned. Note that a small amount of Stone is available in the nearby neutral sector, in addition to resources needed to sustain Coin production. Because a fairly strong army is provided at the start of play, this valuable sevctor should be conquered as soon as possible.

When evaluating established production chains, keep in mind that a fortified enemy sector must be conquered relatively early in the map, so a significant amount of Musketeers must be hired at the Tavern.

Satisfy objectives as they appear on the Quest Board to complete the map.

Objective: Drive Raspun off the Trading Route

With your Mint running through supplied Gold and Coal, conquering the neutral mining sector should be your highest priority.



While your starting army can easily overwhelm the three defending Pikemen, provided resources allow you to hire additional soldiers. Use available Coin and Meat to hire three additional Musketeers. Send your General to attack once the hired soldiers arrive.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Once your army is on the move, turn your attention to strengthening your economy. Increase Plank production by adding a Woodcutter and Sawmill to available work yard slots.



Because all established Bread production is needed to support the Mint, place the Butcher's work yard on a Fancy Food boost and construct a Lodge with three Fishers near your town sector's Fishing Grounds.



Prepare for cleric production by building an additional Grain Barn.

NOTE

Beer production must be established before training clerics. Consider building at least one Residence near your Grain Barns to optimize Breweries or additional Bakeries.

Construct at least three Residences to accommodate new workers and Novices.



Remember to reassign Grain Barn work areas when building over established Grain Fields.

Once the mining sector has been conquered, construct a Mountain Shelter with a Gold Miner, Coal Miner, and Quarry. Be sure to build a new Storehouse to keep Coin production running smoothly.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



To support Meat production, build a Lodge with at least one Hunter work yard. With Stone production temporarily established, consider building a separate Storehouse for collected Animal.



Additional Hunters quickly deplete Hunting Grounds, but are a good investment if living space is available.

You achieve Prestige Level 2 as soon as you conquer the mining sector, so unlock the **Stronghold, Export Office, and Church** Prestige Tree options. Construct a Church in your town sector.

TIP



Allow enough space to add Prestige Extensions on at least one side of the Church. Several Prestige Tree options must be unlocked later in the map.

Build at least one Brewery work yard to begin Beer production. Speed production by assigning a Food boost, or by building a second Brewery.



Breweries are only needed for a short time on this map, and can be knocked down once required Novices have been trained.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Begin training 10 Novices at the Church, and research all Technologies as they become available. Additional Novices may be used to enhance fortifications, so produce a few extra units of Beer to be used later. Once Beer production has finished, knock down any Breweries and build an additional Windmill and Bakery.



TIP

With Stone in short supply, excessive Residence and Storehouse construction is not recommended. Knock down unproductive or unnecessary work yards and Storehouses to reduce population and conserve living space.

You need at least 8 to 10 Musketeers to destroy Raspun's defenses and establish trade with the Port. Additional units, however, will discourage immediate retaliation from routed armies. Ensure that Meat supplies are sufficient to satisfy the food requirement for new Musketeers, and assign a Fancy Food boost to the Mint when you can.



As long as Animal is available to the Butcher's, the Mint's Fancy Food boost is easily sustained.

Take a moment to check on Stone and Fish production. As the Stone Pile and Fishing Grounds deplete, reassign or knock down any idle work yards.



CAUTION

Because depleted Hunting Grounds will eventually replenish, leave idle Hunter work yards standing. Hunters are essential in maintaining Meat production, and will resume operations as wildlife returns to the designated areas.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Head to the Tavern and replace any Pikemen you lost while conquering the mining sector. Queue up 10 to 15 Musketeers, and ensure that living space will accommodate new recruits.

TIP

Once all new soldiers have been hired, be sure to remove the Mint's Food boost—remaining Fancy Food is more valuable in establishing new production chains.

Once all Musketeers have made their way to your General, attack Raspun's neighboring sector. Capture the enemy camp to complete this objective.



Raspun's army will not attack until the sector's fortifications have been destroyed. An overwhelming show of force leads to a quick retreat by the defending General.

Objective: Get Hands on Stone

As soon as Raspun's sector is conquered, the Export Office is available to build. Establish a Stone production chain near recently acquired Stone Piles.



A Garment production chain must be established before any traders can be trained; consider constructing the Export Office and all supporting buildings in this sector. While this method increases initial construction time, it speeds up trader production and allows for much faster trades at the Port.

To develop a strong trading operation, use a road to cut through the sector, and place the base buildings for Garment production:

- Farm × 1
- Residence × 1
- Noble Residence × 1

CAUTION

Be sure to leave space for at least one work yard slot on each building.

As Stone becomes available, build a central Storehouse and Well. Attach a Shepherd, Weaving Mill, and Tailor to the appropriate buildings, and wait for Garment production to begin.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Place the Tailor on a Fancy Food boost to increase early Garment production.

NOTE

Stone is now produced in this sector, but Planks and Constructors are located on the other side of your territory. Construction takes some time to begin, but placing each building will prompt Carriers to deliver required resources.

As Stone becomes available, construct an Export Office near the Garment production chain. Once it's available, select the Export Office and train at least three Hawkers.



Open the Trade menu and send two Hawkers to establish the Trading Outpost for Stone:

1 × Garment = 5 × Stone



Send additional Hawkers to trade for Stone to complete this objective.



CAUTION

As soon as this objective is complete, Raspun will gather a large army and attempt to reclaim his lost sector. Before trading at the Port, cancel all Storehouse transfers and Food boosts to keep Carriers free for urgent deliveries.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Objective: Avert Raspun's Revenge in Time

With Raspun's forces on their way, time is of the essence. Select the camp, and immediately repair your sector's damaged fortifications.



While Carriers deliver the required resources, use the Prestige slots on your Church or Export Office to unlock all remaining Prestige Tree options.

Continue trading Garments at the Port to replace Stone used to unlock Prestige Tree options, and build a new Constructor near the camp.



Complete the repairs before Raspun's attack to keep his army at bay, and immediately begin upgrading the fortification. Finish construction of Stone Fortifications to complete the map.



A Formidable Adversary

***Moorach:** A very young city that has no army. Thus, the only way to shake off Dracorian's shadow is to ally with the Alchemist inside the Laboratory, which is located inside the dark crater.*



With Raspun finally defeated, Princess Zoé and Bors push on through Tandria. Their journey ends abruptly in the city of Moorach, however, when Zoé stumbles upon Lord Wolvering's dark knight, Dracorian. Dracorian has been terrorizing a local Alchemist, and has cut off all travel to and from the Laboratory. Even clerics are denied passage—a clear violation of Tandrian law. It's up to Princess Zoé to build a new army and rid the Alchemist of this fearsome enemy.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Enemy Forces



Dracorian

Dracorian begins the map with one General and six soldiers.

NOTE

From this point on, it's likely that your opponents will hire additional Generals and soldiers during play. Until the **Spyglass** Technology becomes available, there is no way to determine the details of an army unless it is engaged in combat. Be prepared for changes in enemy numbers and location by checking the Overview screen regularly.

Starting Resources

Wood × 5	Plank × 20	Stone × 25
Coal × 30	Iron Ore × 20	Coin × 30
Grain × 10	Flour × 5	Bread × 30
Fish × 20	Book × 5	Cloth × 10
Garment × 20	Jewelry × 15	Tool × 5

Established Production Chains

Plank: Woodcutter × 2, Sawmill × 1

Bread: Grain Barn × 2, Windmill × 2, Bakery × 2

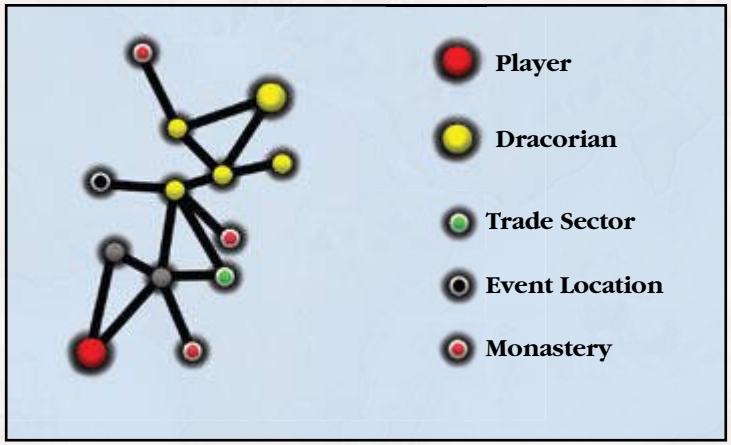
Beer: Well × 1, Grain Barn × 2, Brewery × 2

Meat: Hunter × 1, Butcher's × 2

NOTE

Four Grain Barns are shared between Bread and Beer production chains. Additional Grain Barns may be needed to meet work yard demands. Your Toolmaker has a small supply of Iron at the start of play, and can produce additional Tools if needed. Construct an Iron Smelter to make use of the provided Iron Ore and Coal if expansive production is desired.

Overview



Friendly Sectors: 1

Enemy Sectors: 5

Neutral Sectors: 2

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Event Location: Laboratory



The Laboratory offers two Quests, either of which can be completed to win the map. Help the Alchemist break free of Dracorian's grip by providing him with clerics to assist in his research or Coin to pay his hired guards.

Temporary Replacement

The Alchemist can't bear Dracorian's threatening presence any longer. Send him some of your Novices to replace him in his Laboratory and continue his studies while he seeks refuge.

Base Cost: Novice × 10

Reward: Map Victory

Protection Money

The Alchemist is scared stiff of Dracorian and his henchmen. Deliver a batch of Coins to the Laboratory so the scientist can continue to pay mercenary guards to protect him.

Base Cost: Coin × 10

Reward: Map Victory

You must still fulfill the Quest Board objectives to achieve victory, but this map allows you to use significantly varied strategies. Bribery and Proselytism can now be used to capture neutral sectors.

With the provided Coin, Garments, and Export Office, trading is available from the start of play. Additionally, with established Bread and Beer production chains, clerics can be trained almost immediately. However, your General lacks soldiers of any kind, and you will need a sizable army to meet most Quest Board objectives.

When planning a strategy, keep these points in mind:

- **Tool supplies are extremely limited.**
- **The Tavern is located outside the town sector.**
- **Required Musketeers will cost at least 10 Fancy Food.**
- **Total required soldiers will cost least 60 Coins.**
- **10 Novices or 10 Coins are required to complete the final objective.**

The Toolmaker provided at the start of play can produce a small amount of Tools without supporting work yards. Tools can also be purchased at the Tavern, or recovered from demolished work yards. Depending on the size of your economy, extensive Tool production may not be necessary.

The established Meat production chain will provide enough Fancy Food to hire necessary Musketeers. Your Hunting Grounds are limited, however, so closely monitor any Food boosts.

Coin production is the priority for much of the map. With several trading opportunities available, Coin production should be the highest priority for all economies.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Because resources are already in place to support Novice production, expansion by Proselytism is an excellent option. Several new Technologies are available for research on this map. Although no Technologies directly affect Quest Board objectives, researching them can benefit several production chains. Fishing Grounds are available to support Plain Food demands, allowing Breweries to be placed on temporary Food boosts if needed.

Both neutral sectors must be conquered before completing the map. These sectors contain sources of Gold, Coal, and Iron. Resource use depends entirely upon which economic strategies you choose.

Because of Fancy Food demands, Meat production should be carefully monitored. Consider expanding production, or placing a single Hunter on a Food boost to ensure a steady supply of Animal.

NOTE

This walkthrough focuses on Trade and is completed with very few additional work yards. When using this strategy, resources provided at the start of play should allow for all required production.

Objective: Conquer the Gold Mine Sector

As play begins, select the Export Office and train one Hawker.



Locate the neutral camp in the sector north of your town. Use the Coin provided at the start of play to conquer the sector through Bribery.

Wait for your Hawker to deliver 30 Coins to complete this objective.



Objective: Displace Draco's Troops

Dracorian's forces are blocking the Alchemist's Laboratory from a fortified sector. You should not attack them unless you have at least five Pikemen and 10 Musketeers.

Use the Prestige Tree to unlock the **Stronghold, Export Office, and Church** option. Begin Church construction near the provided Export Office.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Place a new Storehouse across from the Church. Because the Tavern is located outside your town sector, this Storehouse is used to deliver goods and Coin to the Tavern.

Build a new Well near the Brewery Storehouse to keep up with Beer production.

Once Meat is available, place the Butcher on a Fancy Food boost. Speed up Animal gathering by placing an additional Hunter work yard on the nearby Lodge.





Take a moment to assess required production. Planks provided at the start of play should allow for all basic construction. The active Sawmill is consuming Wood that can be traded for Coin once the Watermill is available. Consider knocking down the Sawmill to preserve Wood and recover an extra Tool.

The Toolmaker should only be needed for a short time, and is occupying a space that is ideal for Garment production. Once the Initial supply of Iron has been consumed, the Toolmaker should be knocked down to allow for a more useful work yard.

Demolished work yards are easily replaced, so don't hesitate to knock down unnecessary or inefficient production chains.





If your economic strategy demands additional Tools, simply relocate the Toolmaker or purchase new Tools from the Tavern

The remaining neutral sector grants access to Coal, Iron Ore, and the Watermill. Unfortunately, it's defended by Stone Fortifications, making Bribery a particularly expensive option. However, only 15 Novices are required to convert the camp—with streamlined Beer operation and ample Plain Food, Proselytism is the fastest way to conquer this sector.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Once the Toolmaker work yard has been knocked down, establish a small Garment production chain.



This layout not only provides a large area for a the Shepherd, but has a single Storehouse linked to both the Residence and Noble Residence for the remaining work yards. Place a Well across from the Storehouse, and a Farm with one Shepherd work yard. Add the Weaving Mill and Tailor work yards once Wool production has begun.

CAUTION

Be sure to reassign the Shepherd work area. Select an open spot away from other buildings, or future construction will undo your Shepherd's hard work.

Select your Church, and queue up 12 Novices to conquer the fortified sector.



Stored Food will produce up to 25 Novices. Your Bakeries can easily support the Tailor's Plain Food requirement, and still provide temporary Food boosts to other work yards.

Once all 12 Novices have been produced, send them to capture the remaining neutral sector.



With this sector conquered, all that remains is to build a strong army. The Tavern, Watermill, and Marketplace all offer different trade options to help maintain your economy. Select the Watermill to begin trading Wood for Coin. Trade Garments and provided Jewelry at the Marketplace. Consider training additional Hawkers to establish new Trading Outposts for Stone and other resources.

Use remaining Planks and Tools to establish additional Wood production in the Watermill sector. Construct a Lodge with three Woodcutters, and place a Storehouse nearby to speed production.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Before trading at the Tavern, produce additional Novices to research any desired Technologies. Once Novice production is complete, select the Tavern to trade Beer for Coin.





To speed up Garment production, place the Tailor on a temporary Fancy Food boost and monitor Meat supplies closely. Hunting Grounds are slow to replenish, and you need at least 10 units of Fancy Food to hire Musketeers.



Check in on Hunters often to maintain Animal production.

As Coin is produced, hire soldiers at the Tavern. Dracorian's Generals each have three Pikemen, so order at least five Pikemen for your own army. Once enough Coin has been produced, remove all Fancy Food boosts, and hire at least 10 Musketeers from the Tavern.

NOTE

A Fancy Food boost will reserve three units of Meat for each appropriate work yard. Deactivating Food boosts allows for all Meat to be delivered immediately.

Once your army has gathered, send your General to attack Dracorian's fortifications and take control of his sector.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



TIP

Depending on the size of your army, Dracorian may choose to retaliate. A large army will generally discourage additional battles.

Allow the battle to resolve to complete this objective.

Objective: Help the Alchemist!

Once the path is clear, select the Alchemist's Laboratory and agree to send 10 Coins to pay his mercenaries. A Hawker must be available to make the delivery, so cancel remaining Marketplace trades to speed the transaction and complete the map.



Expanding an Empire

Wolffelden: *Dracorian must be defeated! In order to stand against his strong army, you will have to establish a powerful military branch in Wolffelden. The Werewolf inside the Enchanted Forest might be a useful ally.*



After his defeat in Moorach, Dracorian returns to his Stronghold and begins building a new army. While Princess Zoé proved more resourceful than expected, Dracorian intends to put a stop to her conquest in Wolffelden. Facing a well-equipped and crafty adversary, Zoé and Bors must move quickly or suffer defeat.

Enemy Forces



Dracorian

Dracorian begins the map with one General and seven soldiers.

Starting Resources

Wood × 15	Plank × 20	Stone × 20
Coal × 20	Iron × 05	Gold × 10
Coin × 05	Grain × 10	Flour × 5

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Starting Resources (continued)

Bread × 15
Garment × 5
Tool × 30
Animal × 10
Jewelry × 5
Meat × 5
Weapon × 3

Established Production Chains

None

Overview



Friendly Sectors: 1
Enemy Sectors: 3
Neutral Sectors: 6

Event Location: Enchanted Forest



As soldiers, traders, and clerics are each used to satisfy Quest requirements, the Enchanted Forest is the first complete Event Location of the map. Impress the Werewolf of Wolffelden to earn passage through the Enchanted Forest, wreak havoc on your enemies, or capture the only static Victory Point on the map.

Top Dog

Defeat the Werewolf's private army and make yourself top dog. To prove his respect for you, he will gladly use his enormous lungs to create a disastrous Thunderstorm in your most successful enemy's territory.

Base Army: Pikeman × 5, Musketeer × 5
Reward: Thunderstorm

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Event Location: Enchanted Forest (continued)

I Do Not Like Vegetables

The Werewolf has recently had bad luck hunting and hasn't eaten in days. Send him Meat to fill his hungry belly and you will be rewarded with a Victory Point.

Base Requirement: Meat × 10

Reward: Victory Point

Private Lessons

The Werewolf has acquired a lot of wisdom over the years, but he still can't read or write. Send him some clerics to teach him literacy and he will thankfully grant you Free Passage through his sector.

Base Requirement: Novice × 3

Reward: Free Passage

NOTE

From this point on, campaign maps are completed using Victory Points. This map's Quest Board offers information about new game elements, but no longer dictates conditions of victory.

This is the first map that must be won by Victory Points. To complete the map, the player must win and hold three of six available Victory Points.

- *Banker*
- *Field Marshal*
- *Sun King*
- *Emperor*
- *Special Sector*
- *Enchanted Forest (Static)*

CAUTION

With no production chains provided, you must develop your economy with specific Victory Points in mind. Dracorian begins with an established empire and is well on his way to claiming multiple Victory Points. Plan carefully, but build quickly.

At the start of play, Dracorian's armies begin conquering the neutral sectors adjacent to his empire, claiming both the **Special Sector** and **Emperor** Victory Points quickly. With a victory requirement of only three Victory Points, Dracorian is positioned to deliver a quick defeat.

Dracorian's rapid expansion also places him ahead in the race for Prestige, and his superior resources allow him to gain Prestige Levels at an alarming rate—as such, the battle for Wolffelden hinges on the **Sun King** Victory Point.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

The Prestige Extensions provided by branch buildings are by far the best way to keep pace with Dracorian's progress, so keep an emergency supply of Stone available at all times.

TIP



Keep tabs on Dracorian's Prestige using the Victory Point menu. In the case of a tie, the **Sun King** Victory Point stays with the current holder. Do whatever it takes to keep your opponent from pulling ahead.

The town sector provides several Stone Piles, but additional sources should be developed as quickly as possible.

Researching the **Exercise**, **Forced March**, and **Ornamentation** Technologies provides a total of four Prestige Levels, and offers reasonable incentive to develop early cleric production. Remaining technologies are also useful, but Prestige and Coin production should be your focus early in the map.

The nearby Port should be used to establish trade as quickly as possible. Along with providing the Coin needed for soldier production and the **Banker** Victory Point, a strong Garment production chain provides a convenient source of other basic resources. Quickly establish the Stone Trading Outpost to support Prestige Objects and Street Upgrades.

Starting with this map, the **Stronghold Upgrade** can be unlocked through the Prestige Tree. A fully upgraded Stronghold can produce Cannons and Standard Bearers in addition to Pikemen, Musketeers, and Cavaliers.



This map also offers the first opportunity to hire new Generals from the Tavern.

Dracorian's rapid expansion claims most neutral sectors very quickly. The strategic importance of Trade requires that you secure access to the Port as early as possible.

Draconian employs several different tactics, and a balanced economy allows you to address each threat as it arises—it's worth noting, however, that the **Sun King**, **Banker**, and **Enchanted Forest** Victory Points can all be claimed without constructing a Stronghold or Church.

NOTE

This walkthrough focuses on Trade, but makes use of all three branch buildings to ensure victory. This strategy emphasizes the **Sun King**, **Banker**, and **Enchanted Forest** Victory Points.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Construct a Branch Building

With no established production chains, the large army provided at the start of play should be used to gain Prestige Levels and claim essential resources as soon as possible. Send your General to attack the neighboring sector to gain access to Coal, Iron, and Gold.



The terrain makes it difficult for Cavaliers to surround defending soldiers and often results in heavy losses.

As the battle resolves, establish basic production chains in your town sector. Stone, Wood, and Animal are available, and should be gathered as quickly as possible.

Construct a Mountain Shelter and Quarries near the provided Stone Piles, and place a Storehouse nearby.



Use all three Mountain Shelter work yard slots. Stone is essential early in the map.

A small gap in the town wall provides easy access to the nearby forest. Build a Lodge with Woodcutter, Sawmill, and Hunter work yards. Use another Storehouse to speed production.



As new workers arrive in the mining sector, your population nears the maximum living space available. Place a Noble Residence near the Lodge and attach a Butcher's work yard. Five units of Meat are provided in your main Storehouse, so place the Butcher on a Fancy Food boost as soon as you've built the Noble Residence.

As soon as your army has captured the Iron and Coal Mines to the northwest, unlock the **Stronghold**, **Export Office**, and **Church** option from the Prestige Tree.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



As long as at least five Cavaliers remain in your army, send your General to capture the sector to the east. This sector secures Port access, and should be fortified when resources become available.

Your main Storehouse already contains a small supply of Garments and Jewelry, both of which can be traded for Coin at the Port. Select a location in your town sector for the Export Office. Keep in mind that extension slots will need to be used immediately after construction, so allot a large portion of the town sector when constructing early branch buildings. Additionally, laying out a small Garment production chain near the Export Office allows for much faster trades. The area directly in front of your Castle works well, and eventually should include all buildings needed for Garment production:

- Farm × 1
- Residence × 1
- Noble Residence × 1
- Shepherd × 1
- Weaving Mill × 1
- Tailor × 1
- Well × 1
- Storehouse × 1

Use the Logistics panel to ensure that the Export Office is given top priority while developing your economy. Begin training Hawkers as soon as the Export Office is complete, and allow all other buildings to be constructed as new resources become available.

TIP



The Residence and Noble Residence can be built while your army is still conquering the mining sector. Leave enough space for the Weaving Mill and Tailor work yards directly in front of your Castle, and connect them with a new street. This serves as a guide in placing the Export Office, as well as other buildings associated with Garment production.

While the Export Office is under construction, take a moment to open the Victory Point menu and select the **Sun King** Victory Point to monitor Dracorian's Prestige Level.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Once the Export Office has been completed, place Prestige Extensions to claim the **Sun King** Victory Point and stay ahead of Dracorian's current Prestige Level. As Stone becomes available, finish establishing Garment production by constructing the remaining buildings.



Unlock all Prestige Tree options as they become available, with an emphasis on **Street Upgrade**, **Storehouse Upgrade**, and **Geologist**. Upgrade new Storehouses, but make sure to reserve Stone for Prestige Extensions.

Unlock the **Constructor** and **Residence Upgrade** options to increase living space as Stone becomes available. Continue building Prestige Extensions as necessary, while establishing new production chains.

Develop Your Economy

TIP

To quickly establish production chains, choose Conquest and Population Rewards that provide Stone or Planks.

Head to the mining sector to build an additional Lodge with Woodcutter work yards. Once you establish Wood production, knock down the town sector Woodcutter to make room for a second Sawmill. This not only doubles Plank production, but preserves the town sector Hunting Grounds.



NOTE

Victory should be possible using only established Plank, Stone, and Garment production chains. While expanding your economy, remember that Prestige and Trade should be your top priority. Place new buildings, while monitoring the Sun King Victory Point, and begin training Hawkers as soon as the Export Office is complete.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Only a small amount of Plain Food is provided at the start of play, so establish a Bread production chain in the town sector. Initial supplies of Grain and Flour allow a Bakery to begin producing Bread immediately, so place all buildings as quickly as Stone supplies allow. Reposition Grain Barn work areas away from the Export Office before Grain Fields are planted.

TIP

Additional branch buildings will soon be constructed, allowing for smaller, localized Prestige Extensions. Once the **Sun King** Victory Point seems secure, consider replacing Grain Barn work areas for maximum efficiency.

Place required buildings and work yards near the town sector Stone Piles to begin Bread production:

- Residence × 1
- Farm × 1
- Bakery × 1
- Grain Barn × 2
- Windmill × 1
- Storehouse × 1



With only one Windmill, your Bakery efficiency will suffer. However, this small production chain should keep pace with Plain Food consumed by the Tailor.

Begin Beer production in the remaining area near your Castle. Church construction should be delayed until additional sources of Stone have been established, but early Beer production allows Novices to be trained as soon as the Church branch building is available. Make use of the Residence provided at the start of play when placing Beer production chain buildings:

- Farm × 1
- Grain Barn × 3
- Brewery × 2
- Well × 1
- Storehouse × 1

Be sure to take advantage of all three Farm work yard slots to produce Grain. Aside from maintaining the efficiency of your Beer and Bread production chains, surplus Grain can later be used to produce the horses required by Cavaliers.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Train two Hawkers at the Export Office to begin developing trade. Use the Port to trade stored Jewelry and remaining Garments.

Once initial trades have been completed, send both Hawkers to establish the Stone Trading Outpost.



Train additional Hawkers to trade for Stone as new Garments are produced. Upgrade all Residences and Storehouses as resources are brought into your economy through production and trade.

By now Dracorian has claimed the Emperor and Special Sector Victory Points. Thanks to large Prestige Extensions, the **Sun King** Victory point remains in your possession. Deliver required Meat to the Werewolf to complete the "**I Do Not Like Vegetables" Quest** to win your second Victory Point.

NOTE

You should be able to complete the map while specified buildings are still under construction. With two Victory Points each, the Countdown to Victory (or Defeat) begins as soon as either player claims a third Victory Point. The **Banker** Victory Point is easily won by trading Garments and Beer at the Port and Tavern. Neglecting to produce new soldiers, however, may prompt Dracorian to build a large army of his own—claiming the **Field Marshal** Victory Point in the process. While investing solely in Coin production will generally win the map, this walkthrough details the economic development needed to compete for both the **Banker** and **Field Marshal** Victory Points.

Build Your Army

Any soldiers trained or hired apply toward the **Field Marshal** Victory Point, so focus on quickly producing less expensive soldiers. Construct a Stronghold in the town sector, and prepare resources for Pikeman production.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Place the Stronghold near the Butcher for easy access to Meat supply.

All Plain Food produced is used to support the Tailor work yard. Establish an alternate Food while the Stronghold is constructed. Produce additional Hawkers to establish the Trading Outpost for Bread.



Coin × 2 = Bread × 4

Use trade to gather a large supply of Bread, and maintain Coin supply by continuing regular Garment trades.

TIP

A large group of Pikemen can easily conquer remaining neutral sectors, and they require only Plain Food to train. Consider assigning a temporary Fancy Food boost to your Tailor to increase overall Coin production.

Your main Storehouse provides only five Weapons, and additional Weapons must be created within the economy. Use the mining sector to gather Coal and Iron Ore. Include an Iron Smelter to process Iron needed for Weapon production. While a single Mountain Shelter will suffice, take full advantage of the **Geologist** Prestige Tree option by building additional Miners.

In addition to the Coal consumed by the Iron Smelter, Coal is required for Musketeer and cannon production. Coin produced by a Mint requires additional units of both Coal and Food, so ignore the Gold Mine and depend on trade for Coin production. Use the space appropriate for Gold Miner work yards to construct additional Coal or Iron Miners. Use this area to establish a large mining operation:

- Mountain Shelter × 3
- Coal Miner × 4
- Iron Miner × 3
- Iron Smelter × 1

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips



Use the last available Mountain Shelter work yard slot for a second Iron Smelter if you're establishing Tool or Wheel production. Otherwise, an additional Coal Miner is the best use of space.

Designate at least two Geologists for each. Multiple Geologists ensure that mines won't deplete, and they offer an excellent source of Stone.

Construct a new Noble Residence near the Stronghold, and attach a Blacksmith as Iron production begins.

Most production chains should be running well, but Wood supplies are likely running low by this point. Wood is required for Weapon production and should be carefully managed. If Plank supplies are sufficient, set both Sawmill work yards to "**On Demand**."

TIP

Send additional Hawkers to establish Trading Outposts for Wood and Plank. With a healthy supply of Coin, expanding your trade options allows an immediate response to most emergencies.

Bread and Coin should be at the ready, and Weapons are now in production. Before training soldiers, build a Church to take advantage of available Technologies. **Hygiene** increases living space to accommodate the coming soldier production, and **Geology** increases the output of all mining operations. Be sure to research **Exercise**, **Forced March**, and **Ornamentation** if Dracorian has invested in further Prestige Levels.



Be sure to stop trading Beer while the Church is constructed. Trade for additional Bread as required.

Produce Pikemen at the Stronghold as Weapons become available. Use the Victory Point menu to check Dracorian's Coin and Soldier status to ensure Coins are not wasted on overproduction.

As long as the **Sun King**, **Banker,** and **Field Marshal** Victory Points are kept out of Dracorian's reach, there is no way to lose the map. Claim and hold any three Victory Points to complete the map.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Dawn of Settlements
Warfarers Welcome
Novice Rising
The Trading Apprentice
A Formidable Adversary
Expanding an Empire
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips

Extended Play

To take remaining sectors through Warfare, avoid claiming the **Enchanted Forest**, **Banker**, **or Field Marshal** Victory Points and focus on building an effective army. Remaining neutral sectors are guarded by a combination of Pikemen and Musketeers, and lack operational fortifications. A reasonably sized group of Pikeman can conquer virtually all unfortified sectors. Hire a specialized General from the Tavern, and transfer all available units. Produce new units at the Stronghold as needed.

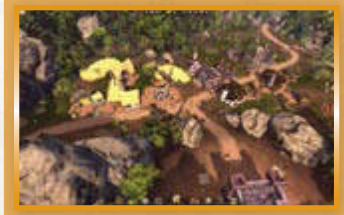


Bertram the Bonecrusher is particularly effective in conquering neutral sectors with melee units.

Send an army to the Enchanted Forest to defeat the Werewolf's soldiers and punish Dracorian's sectors with a devastating Thunderstorm.

Establish additional Meat and Garment production chains in conquered sectors.

Extended Play (continued)





A second Export Office provides almost instant trades.

New sectors provide the space and resources to construct previously ignored production chains.



Capture enough sectors to take the **Emperor** Victory Point from Dracorian. Conduct trades only as Gold is needed for soldier production, and keep your troops below 20. Claim the Special Sector from Dracorian to win your third Victory Point, and hand your enemy humiliating defeat.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

The Cost of Victory: Campaign Walkthrough Part II



The second half of the campaign reveals the full power of Warfare, Technology, and Trade. Opponent actions are far less predictable, so always adjust your strategy to meet new challenges.

Build a solid economy, and experiment with various branch buildings to fit your preferred style of play.

Storm over the Meadows

Nienroth: *Rovyn is about to move heaven and earth to free her brother, and rustic Nienroth is located vulnerably close to her town. Defending Nienroth and expanding toward the Observatory seems to be a good strategy to win.*



Princess Zoé has finally captured the dreaded Dracorian, but it seems her troubles are far from over. Dracorian's sister, Rovyn, is determined to free her brother at all costs. With Rovyn's armies assembling, Zoé must fortify her position as quickly as possible.

Enemy Forces



Rovyn

Rovyn begins the map with 1 General and 17 soldiers.

Starting Resources

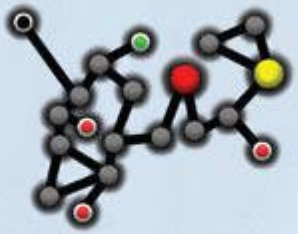
Wood × 15	Plank × 20	Stone × 15	Coal × 5
Iron × 5	Gold × 5	Coin × 10	Grain × 5
Flour × 5	Bread × 5	Fish × 15	Animal × 5
Meat × 2	Water × 10	Weapon × 3	Tool × 25

Established Production Chains

None

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Overview



Player
Rovyn
Trade Sector
Event Location
Monastery

Friendly Sectors: 1
Enemy Sectors: 1
Neutral Sectors: 13

Event Location: Royal Observatory



In the Service of Science

Some marauders have quartered themselves in the Observatory, distracting the Astronomer from his work. Defeat the troublemakers to drive them away and you will be awarded a Victory Point.

Base Army: Pikeman × 2, Musketeer × 2, Cavalier × 1

Reward: Victory Point

So Much Horsepower…

The Astronomer needs Horses to power the heavy mechanics he uses in his tower. Deliver some of your strongest stallions and he will gladly reward you with his savings.

Base Cost: Horse × 5 Reward: Treasure

Changing the Weather

The Observatory is an excellent place to study Meteorology. Send clerics as researchers and they will summon a disastrous Thunderstorm in your most successful enemy's territory.

Base Cost: Novice × 10 Reward: Thunderstorm



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

This map must be won by claiming and holding four of the six available Victory Points.

- *Emperor*
- *Sun King*
- *Metropolis*
- *Field Marshal*
- *Special Sector*
- *Royal Observatory (Static)*

This map introduces the Forester and Piggery work yards. Your town sector has very few trees, so Forester work yards are particularly important to early construction. Because Hunting Grounds are not available in neighboring sectors, Animal supply depends on the Piggery work yard early in the map.

TIP

The Piggery consumes considerable resources, but allows the consistent Animal production Hunters can't provide.

Rovyn begins play with 17 soldiers and an established Stronghold. Her superior army is able to capture several sectors right away. Because you start with only three Pikemen, it's best to avoid a direct battle with Rovyn's forces.

Your town sector contains a deposit of Stone and little else. With ample Fertile Ground, this sector is ideal for Grain production. An early focus on Technology research takes full advantage of starting sector resources. Cleric production is also the best way to conquer neutral sectors on this map, so ensure that Bread and Beer production runs smoothly at all times.

Your town sector prevents Rovyn from claiming the **Special Sector** and **Royal Observatory** Victory Points, which is perhaps the greatest advantage this map offers. Because these Points are out of her reach, Rovyn must claim all four remaining Victory Points to defeat you. Use the Victory Point Menu to track the status of the **Emperor**, **Metropolis**, **Sun King**, and **Field Marshal** Victory Points.

Once you've fortified your town sector, establish production chains and make use of Technology and Trade to expand your army and empire.

NOTE

This walkthrough focuses on Technology and Trade, and favors the Tavern over the Stronghold for soldier production.

Fortify Your Town Sector

At the start of play, Rovyn's army begins conquering the neutral sectors on the way to your territory. Establish basic production, but move quickly to ensure your defenses are ready before she can attack your town sector.

Build four Residences near your main Storehouse.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Hire two Pikemen from the Tavern and attack the neutral sector just southwest of your town,



Establish a small Plank production chain near your Residences:

- Lodge × 1
- Woodcutter × 1
- Forester × 1
- Storehouse × 1



CAUTION

Remember to reassign all Forester work areas before new trees are planted. It's important to preserve open work yard slots and large patches of Fertile Ground.

Once your General has captured the sector to the southwest, use the Conquest Reward to gain additional Meat and Tools.



Establish Stone production and build a second Lodge just across from your town sector Stone Piles:

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Mountain Shelter 1

- Quarry × 2
- Lodge × 1
- Woodcutter × 1
- Forester × 1
- Sawmill × 1
- Storehouse × 1



Once new work yards are complete, use the Population Reward to boost Plank supplies.

Use these Planks to upgrade your fortifications right away. Rovyn's army suffers heavy losses on the way to your town sector, so basic fortifications serve to keep her at bay for a fairly long time.



TIP

Once fortifications are in place, use all new Rewards to provide additional Tools until proper Tool production can be established.

Expand Production

Establish a large Plank production chain near your Gold Mine:

- Lodge × 2
- Woodcutter × 4
- Sawmill × 2
- Storehouse × 1

Head back to your town sector, and use the large patch of Fertile Ground to establish Grain production:

- Farm × 3
- Grain Barn × 6
- Windmill × 2
- Storehouse × 1



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Reassign Grain Barn work areas as needed.

Research Technologies

Unlock the **Stronghold, Export Office, and Church** Prestige Tree option, and place a Church behind your Castle, against your town wall.



Be sure to place a new Storehouse near your Church.

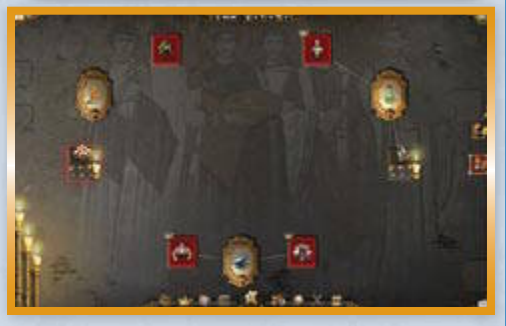
Use the Residences near your main Storehouse to establish Bread and Beer production:

- Bakery × 2
- Brewery × 1
- Well × 1



Begin Cleric production as soon as the Church is complete. Train Novices in groups of three to research each available Technology.

TIP



Rovyn doesn't bid on research, so focus on Technologies that award Prestige before moving on to those that boost production. New Prestige Tree options are extremely useful early in the map.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Establish Meat production in the open area near your Residences:

- Noble Residence × 2
- Butcher's × 2
- Farm × 1
- Piggery × 1
- Well × 1
- Storehouse × 1



Place both Butcher's on a single Noble Residence. The Second Noble Residence will be used to place a Mint later.

Place the Piggery on a Fancy Food boost right away, and put both Butchers on Fancy Food once enough Meat becomes available.

Use Prestige gained from Technology research to unlock the **Constructor**, **Residence Upgrade**, and **Fortification Upgrade** options from the Prestige Tree.



Upgrade Residences and fortifications as Stone becomes available.

Place a Toolmaker work yard on the unused Residence, and apply a Fancy Food boost. Set the Toolmaker to "On Demand" as soon as construction is complete.



With a Fancy Food boost, the Iron provided in your main Storehouse will yield up to 15 additional Tools. This should be sufficient until Iron production can be established, but knock down any inactive or redundant work yards if Tool supplies drop too low.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Quarries should always be demolished as soon as Stone Piles have been depleted, but keep the Mountain Shelter for a Coking Plant or Iron Smelter which may be needed later.

Continue producing Novices to research remaining Technologies. Place Prestige Extensions to unlock the **Street Upgrade** and **Geologist** from the Prestige Tree.

Establish a small Gold production chain near the mine southwest of your town sector:

- Mountain Shelter × 1
- Gold Miner × 3
- Storehouse × 1



Assign two of the Gold Miners as Geologists to resume Stone production.

There are no Coal Mines near your town sector, so establish an alternate source of Coal as soon as Gold production begins.

Place a Coking Plant on your town sector Mountain Shelter.



Use the nearby Lodge to ensure steady Wood supply. Once the **Forestry** Technology has been researched, the ratio of Woodcutters to Foresters should be adjusted. Regularly gage available trees against Wood and Plank supplies, and rotate work yards as often as needed.



Place a Mint on the open Noble Residence to begin Coin production.



Put the Mint on a Fancy Food boost. With only two Butchers producing Meat, Food consumption should be closely monitored. Animal supply should be very high at this point, so take the Piggery off of Fancy Food. Apply temporary

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Food boosts if the supply of Animal drops too low. The **Animal Husbandry** Technology will increase Grain consumption, so build addition Grain Barns if needed.

Use new Stone to place Prestige Extensions and unlock remaining Prestige Tree options.

Hire Pikemen from the Tavern as Coin becomes available.



Continue upgrading all Residences to accommodate new soldiers, work yards, and Novices.



Expand your Territory

Once all Technologies have been researched, use Novices to capture neutral sectors through Proselytism. Conquer the Iron Mines southwest of your town sector.



NOTE

Depending on chosen Conquest Rewards, additional Iron Ore may not be needed. However, this sector serves as an excellent area to expand Stone production.

Place a Storehouse and Constructor near your Iron Mines. Establish Iron production as resources and living space become available:

- Mountain Shelter × 2
- Iron Miner × 6

Assign all Iron Miners as Geologists for a huge boost to Stone production. Upgrade streets and Storehouses in key areas to speed resource delivery.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

CAUTION



Remember to keep an eye on Rovyn's Victory Point status as she rebuilds her army. Place Prestige Objects to claim the **Sun King** Victory Point as Rovyn nears the **Field Marshal** Victory Point.

Place new Storehouses wherever space is available along delivery routes.

Use the open area just southwest of your town sector to establish a large Garment production chain, complete with Fancy Food support and an Export Office:

- Farm × 3
- Shepherd × 1
- Grain Barn × 2
- Piggery × 1
- Residence × 1
- Weaving Mill × 1
- Noble Residence × 1
- Tailor × 1
- Butcher's × 1
- Export Office × 1
- Well × 2
- Storehouse × 2



Place the Tailor and Butcher's on a Fancy Food Boost.

NOTE

Depending on building placement, additional Storehouses may be useful. Wells should be placed near Storehouses linked to Shepherd and Piggery work yards.

Claim Victory Points

Between Technology research and Prestige Extensions, the **Sun King** Victory Point should already be in your possession, so turn your attention to remaining Points.

Train Hawkers to trade Garments at the Port.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Use new Coin to hire a huge army of Pikemen at the Tavern, and claim the **Field Marshal** Victory Point.

Produce enough Novices to capture the Special Sector, and claim the **Special Sector** Victory Point.



Continue using Novices to expand your territory until you claim the **Emperor** Victory Point.



This should trigger the Countdown to Victory. As long as your town sector is secure, Rovyn has no way to claim the **Emperor** or **Special Sector** Victory Points. Simply use your superior Coin and Stone production to continue hiring Pikemen and placing Prestige Objects. As long as you maintain both the **Field Marshal** and **Sun King** Victory Points, Rovyn is easily defeated.

TIP

Rovyn usually manages to stay competitive for the **Metropolis** Victory Point, but constructing new Storehouses is a quick way to claim it for yourself. Doing so can help ensure that the Countdown to Victory continues uninterrupted.

Claim and hold any four Victory Points to defeat Rovyn and win the map.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

The Foggy Fields

Sandbeken: *You are standing between two fronts right now, one to the north and one to the west of Sandbeken. And as if this encounter wasn't enough, a ghost army is lurking inside the Misty Swamp.*



While Princess Zoé pushes on in her conquest, a new conflict brews in Tandria. With the loss of Ramírez, Dracorian, and Rovyn, Lord Wolvering's hold on Tandria begins to slip. Determined to claim Tandria for his own, Bishop Matheusz enters the struggle for power, and Princess Zoé finds herself caught between two powerful opponents.

Enemy Forces



Lord Wolvering



Bishop Matheusz

Lord Wolvering and Bishop Matheusz each start the map with one General and four soldiers.

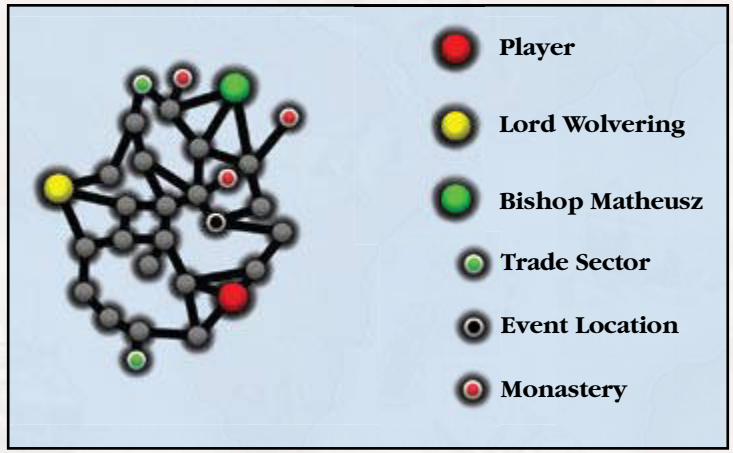
Starting Resources

Wood × 15	Plank × 30	Coal × 30
Iron Ore × 15	Iron × 5	Gold × 10
Coin × 30	Grain × 10	Flour × 10
Bread × 30	Fish × 20	Animal × 10
Meat × 10	Water × 5	Beer × 5
Book × 5	Wool × 5	Cloth × 10
Garment × 10	Jewelry × 5	Weapon × 3
Wheel × 3	Tool × 15	

Established Production Chains

None

Overview



Friendly Sectors: 1
Enemy Sectors: 2
Neutral Sectors: 21

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Event Location: Misty Swamp



Ghost Hunting

The Ghosts don't believe that they can be defeated with ordinary weapons. They challenge you to attack them and prove them wrong, in which case they will stop their spooking and award you a Victory Point.

Base Army: Pikeman × 3, Musketeer × 2, Cavalier × 2

Reward: Victory Point

Velvety Memories

The Ghosts are very nostalgic and want to remember the days when they could wear clothes. Send them Garments and they will show their respect for you by attacking your most successful enemy.

Base Cost: Garment × 40

Reward: Marauder Army

Event Location: Misty Swamp (continued)

Eternal Peace

Some of the Ghosts are sick and tired of haunting and want to make their peace with this world. Send some of your clerics to help them and they will grant you Free Passage through their territory.

Base Cost: Novice × 8

Reward: Free Passage

This map must be won by claiming and holding five of ten available Victory Points.

- *Banker*
- *Emperor*
- *Sun King*
- *Metropolis*
- *Field Marshal*
- *Fountain of Knowledge*
- *Most Trading Outposts*
- *Special Sector*
- *Special Sector*
- *Misty Swamp (Static)*

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

This is the first campaign map that presents multiple opponents. Facing more than one enemy has a significant impact on your overall strategy. Because opponents often favor wildly different tactics, it's extremely important that your economy can support at least two expansion methods.

A well-planned economy keeps you competitive in the race for Victory Points, without squandering valuable resources. Because this map requires five of ten Victory Points, each opponent can hold up to four points indefinitely.

Bishop Matheusz begins play with an established Church, and starts researching Technologies right away.



Although it's still possible to win the **Fountain of Knowledge** Victory Point with a heavy investment in cleric production, it's generally best to apply your resources elsewhere.

Lord Wolvering quickly develops advanced soldiers, but this allows a brief window to gain an advantage in the race for Victory Points. While Wolvering is busy gathering resources for Cavalier production, move quickly to claim and fortify new sectors. Opponents' tactics will vary from game to game, so adjust both offensive and defensive strategies based on current enemy locations.

Monitor opponents closely, and look for opportunities to attack enemy armies weakened from expansion efforts.



Your town sector is located very near a Marketplace, making Trade an excellent option for early development. Use traded Coin to hire a devestating army and capture sectors through Bribery. Investing in Trade also allows for the **Most Trading Outposts** Victory Point.

NOTE

This walkthrough focuses on Trade and Warfare. Rapid expansion is used to gain new resources and claim the **Emperor** and **Special Sector** Victory Points early in the map.

Secure the Marketplace

At the start of play, hire two additional Pikemen at the Tavern.

Construct at least three new Residences in your town sector.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Large areas of Fertile Ground should be used for Grain production.

Send your General to attack the sector west of your town.

While the battle resolves, construct a Lodge near the town sector's Hunting Grounds:



- Lodge × 1
- Woodcutter × 1
- Sawmill × 2
- Storehouse × 1



Plank supply is extremely important early in the map. Replace one Sawmill with a second Woodcutter after provided Wood has been processed.

Establish Stone production near your Stone Piles:

- Mountain Shelter × 1
- Quarry × 3

Establish Meat production in your town sector:



- Farm × 2
- Grain Barn × 3
- Piggery × 1
- Butcher's × 2
- Well × 1
- Storehouse × 1
- Noble Residence × 1

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Use remaining Fertile Ground to establish Bread production if Plain Food supplies drop too low.

TIP



Storehouses play an extremely important role as campaign maps get larger. Expansive empires require carefully planned delivery systems to transport resources between multiple sectors. Pay attention to living space, and construct new Storehouses whenever existing Carriers fall behind in deliveries.

Place the Piggery and both Butchers on Fancy Food boosts right away.



Once your General has captured the sector to the west, construct an Export Office and Storehouse.

NOTE



Construction of the Export Office will consume most of your Plank supply. Consider using a Population Reward for new Planks, but Conquest Rewards should be used to gain new Tools and Meat.

Train up to four Hawkers to trade Jewelry and Garments at the nearby Marketplace.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Reinforce your army with new soldiers from the Tavern.

TIP

Keep a minimum of five Pikemen in your army, and begin adding Musketeers to support them in combat.

Place buildings to support Plank and Animal production:

- Lodge × 1
- Woodcutter × 2
- Hunter × 1



Place the Lodge near the sector camp to leave space for a Garment production chain.

As materials become available, establish basic Garment production:

- Farm × 1
- Shepherd × 1
- Residence × 1
- Weaver × 1
- Noble Residence × 1
- Tailor × 1
- Butcher's × 1
- Well × 1

Place a Fancy Food boost on the Tailor and Butcher.

Send your General to capture the Iron Mines to the west, and secure access to the Marketplace.

As long as this sector is in your control, your traders are guaranteed access to the Marketplace. Defend the sector with your army until fortifications can be constructed.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

TIP



Holding this sector is vital to this strategy, but don't leave your army to defend it. Ensure that Lord Wolvering is occupied elsewhere, and immediately continue your expansion. Fortifications can be constructed as soon as resources become available.

Conquer the Special Sector

Continue to trade Garments as they are produced, and begin trading Beer at the Tavern. Use Coin generated to purchase additional Tools and soldiers.

Send your army to capture the Coal Mine northwest of your town sector, and establish a large mining operation:

- Mountain Shelter × 3
- Iron Miner × 6
- Gold Miner × 3
- Storehouse × 1

Place Prestige Extensions to unlock the Street Upgrade and Geologist Prestige Tree options. Assign all nine Miners as Geologists to receive a huge boost in Stone Production.





As soon as your General has captured the Coal Mine, send your army northwest toward the nearest Special Sector.

Use the area around the Coal Mines to expand Plank and Stone production:

- Mountain Shelter × 2
- Coal Miner × 6
- Lodge × 1
- Woodcutter × 2
- Sawmill × 1
- Storehouse × 1

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



CAUTION

From this point on, it's extremely important to monitor the status of Lord Wolvering and Bishop Matheusz. Further expansion should be carefully planned. Enemy armies can grow rapidly at any time, so fortify all sectors as resources become available.

Designate all Coal Miners as Geologists, and begin constructing and upgrading enough Residences to accommodate a large army.

TIP

A Stronghold should not be needed to complete this map, but consider hiring a specialized General from the Tavern. Living space must be increased before a large army can be assembled, so place Residences and Noble Residences in areas that can accommodate a Toolmaker, Blacksmith, and Wheelwright. Simply add these work yards whenever the need arises.



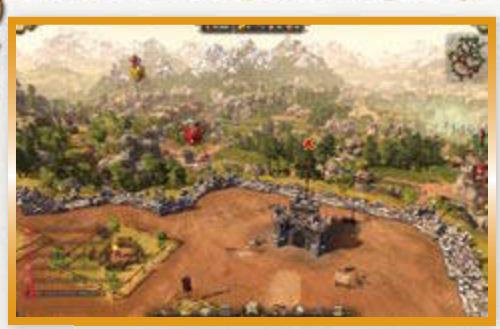
Fortify the sector northwest of your Coal Mine. This sector blocks your opponents from gaining one of the two available Special Sector Victory Points. As soon as fortifications are completed, head north toward the second Special Sector. Look for opportunities to attack hostile forces or claim enemy sectors. Place Prestige Objects in unused sectors, and train Hawkers to establish new Trading Outposts.



Continue trades and upgrades throughout your territory. Place at least one Storehouse in every new sector and additional Constructors as needed. Fortification upgrades are fairly expensive, so plan additional construction carefully.

Ensure that your armies are strong enough to fend off both Lord Wolvering and Bishop Matheusz, and use Bribery to capture the Special Sector near your town.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



TIP



After capturing the Special Sector, Lord Wolvering often attempts to quickly claim remaining neutral sectors. Take advantage of this desperate push to capture and fortify his newly claimed sectors for yourself.

Claim and Hold Victory Points

One Special Sector Victory Point is already yours, and your rapid expansion should have claimed the Emperor Victory Point. With your superior resources, the Banker, Field Marshal and Sun King Victory Points can be won at virtually any time.



Simply establish at least five Trading Outposts to claim the Most Trading Outposts Victory Point.

Continue trading for Coin, placing Prestige Objects, and hiring new soldiers throughout the Countdown to Victory. Avoid engaging hostile forces, and save enough Coin to maintain the Banker Victory Point.

Victory by Domination

If for any reason you cannot complete the map yet, begin producing advanced soldier and trader units.

Capture and fortify remaining neutral sectors, and begin construction of a Stronghold.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Victory by Domination (continued)



Produce Weapons and Wheels at existing work yards, while establishing new sources of Wood, Iron, and Coal.

Place a Goldsmith near the Export Office to begin producing Jewelry.



Upgrade the Stronghold and Export Office, and expand Bread production to accommodate new Noble Residence work yards.

Hire additional Generals, and provide armies with Cannons and Standard Bearers.

Boost available resources by establishing new Trading Outposts with Salesmen and Merchants.



Attack enemy sectors to chase opponents from the map with overwhelming force.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

100 Years of Peace

Kronstedt: *The capital of Tandria. In order to become queen, you have to hold it and withstand every attack. Consider helping out the Archdeacon in the Cathedral; as one hand washes the other, he might support you.*



With her arrival in Kronstedt, Princess Zoé's conquest is almost complete. Lord Wolvering and Bishop Matheusz are all that stand between Zoé and her prize. One decisive victory should end all opposition, and win Zoé the crown she so desires.

Enemy Forces



Lord Wolvering



Bishop Matheusz

Lord Wolvering and Bishop Matheusz each start the map with one General and four soldiers.

Starting Resources

Wood × 15	Plank × 40	Stone × 30	Coal × 20
Iron Ore × 15	Iron × 10	Gold × 10	Coin × 10
Grain × 25	Flour × 4	Bread × 10	Fish × 15
Animal × 10	Meat × 10	Horse × 3	Water × 10
Beer × 10	Paper × 5	Book × 5	Wool × 5
Cloth × 10	Garment × 10	Jewelry × 3	Weapon × 3
Wheel × 3	Tool × 25		

Established Production Chains

Beer: Grain Barn × 4, Well × 1, Brewery × 2

NOTE

Several incomplete production chains are provided. The Toolmaker, Weaving Mill, Bakery, and Mint work yards will produce goods until provided resources are gone.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Overview



Player
Lord Wolvering
Bishop Matheusz
Trade Sector
Event Location
Monastery

Friendly Sectors: 2
Enemy Sectors: 4
Neutral Sectors: 16

Event Location: Cathedral



Event Location: Cathedral (continued)

Striking Argumentation

The Archdeacon is reluctant to use his influence in your favor. Attack and defeat the Cathedral guards to persuade him to unleash Heavenly Wrath upon your most successful enemy.

Base Army: Pikeman × 4, Musketeer × 3, Cavalier × 2

Reward: Heavenly Wrath

Roofing Ceremony

The construction of the Cathedral was making good progress, but had to be halted due to lack of Tools. Deliver a supply of your own Tools to the Cathedral and gain a Victory Point!

Base Cost: Tool × 45

Reward: Victory Point

Ora et Labora

The Archdeacon is always looking for new blood to spread the Lord's word and spread insurgency amongst the sinners. Send your clerics and the Archdeacon will reward you with Coins from the Church's treasury.

Base Cost: Novice × 3, Brother × 2

Reward: Treasure

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Event Location: Pilgrimage Site



Sacred Secrets

The Pilgrimage Site not only holds sacred relics but also useful Technologies. Attack the holy place and defeat its guard to recover one of these technological achievements from the dark crypts.

Base Army: Pikeman × 6, Musketeer × 3

Reward: Architecture

Quid pro Quo

Donate Food and Beer to this holy place, and save the pilgrims from starvation. In return, the priests will unleash Heavenly Wrath upon your most successful enemy.

Base Cost: Beer × 20, Plain Food × 15

Reward: Heavenly Wrath

Event Location: Pilgrimage Site (continued)

The Worthy Successor

The Abbot at the Pilgrimage Site has grown old and forgetful and needs a worthy successor. Send a delegation of clerics to take his place and you'll receive a Victory Point in return.

Base Cost: Novice × 6, Brother × 3, Father × 2

Reward: Victory Point

This map must be won by claiming and holding five of ten available Victory Points.

- *Fountain of Knowledge*
- *Emperor*
- *Sun King*
- *Metropolis*
- *Field Marshal*
- *Abbey*
- *Banker*

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Pilgrimage Site (Static)

Genius (Static)

Cathedral (Static)

This map introduces several new work yards, upgrade options, and powerful Technologies.

Both Lord Wolvering and Bishop Matheusz tend to focus on expansion early in the map, so use the Beer and Plain Food provided at the start of play to gain a quick lead in Technology research. Start Novice production as soon as possible to claim several Technologies before opponents even begin bidding on the Technology board.

In addition to the immediate benefits provided by Technologies, consider available Victory Points when choosing research projects from the Technology board.



The **Genius**, **Fountain of Knowledge**, and **Sun King** Victory Points are all in play on this map. By researching Technologies that award Prestige, you can secure an early lead on three Victory Points right away.

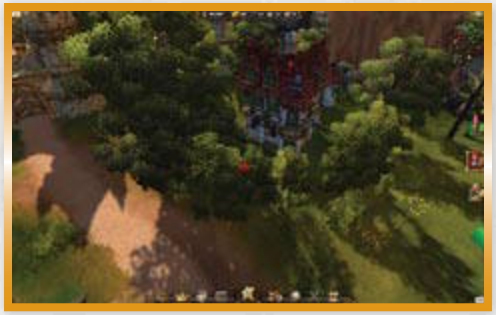
An emphasis on research also makes the **Abbey** Victory Point an important part of any strategy. Multiple Church upgrades are required to produce high-level clerics, so constructing the Abbey takes advantage of resources invested in earlier Church upgrades.



Your opponents may attempt to complete Quests offered by the map's two Event Locations. The **Cathedral** and **Pilgrimage Site** Victory Points require considerable resources and should be pursued only as your economy allows.

Wood, Plank, and Stone production chains have not been provided, and should be established shortly after play begins.

Your Tavern is not connected to a street at the start of play. Surrounding trees block access and must be removed before additional soldiers can be hired.



While Woodcutters can be used to clear the area, investing in the Forest Clearance Prestige Tree option is a much better choice for this map. New soldiers should be hired as early as possible to support expansion efforts.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Because Lord Wolvering and Bishop Matheusz expand their territories so quickly, Port access is difficult to secure on this map. Make use of the provided Mints for all Coin production to avoid risky investments in Trade.



Fortify vulnerable sectors as quickly as possible to discourage attacks from Lord Wolvering or Bishop Matheusz. Avoid a direct confrontation with either of your opponents by limiting the expansion of your empire. Build a versatile economy to stay competitive with your opponents, and focus on Technology research to tip the scales in your favor.

Claim and hold any five Victory Points to win the map.

NOTE

This walkthrough focuses on Technology research. This strategy does not require Trade of any kind, and emphasizes the Genius, Fountain of Knowledge, and Abbey Victory Points.

Research Technologies

CAUTION

Initially, Iron and Gold are in short supply. As soon as play begins, adjust established production to keep from wasting these valuable resources!

Set your Toolmaker to "On Demand" and place both Mints on Fancy Food boosts.



This preserves Iron needed for Church upgrades, and optimizes Coin production needed to hire new Pikemen.



Queue up at least nine Novices at the Church and begin Technology research as quickly as possible.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



The **Ornamentation**, **Exercise**, and **Forced March** Technologies should be researched first, to help unlock new Prestige Tree options.



During Novice production, place enough Prestige Extensions to unlock the **Forest Clearance** option from the Prestige Tree.

Remove any trees blocking your Tavern, and connect it to the street.





Hire at least two Pikemen, and send your General to capture the Gold Mines southwest of your town sector.



Your Mints should quickly produce enough Coin to hire several new Pikemen, so reinforce your army as resources become available. As soon as your army has at least five Pikemen, send your General to capture the Iron and Coal Mines to the west.



Head to your Grain Barns northwest of your town sector, and establish Flour production with at least one Windmill.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



TIP

A second Windmill could be used to support a new Bakery, but consider using the open work yard slot for a fifth Grain Barn. Use Fishing Grounds to supplement Plain Food production, and stockpile Grain to support a Piggery later on.

Establish Stone production near the available Stone Piles:

- Mountain Shelter × 1
- Quarry × 2
- Storehouse × 1



NOTE

A third Quarry can be safely added, but should not be necessary to meet early construction needs.

Place a new Well near your Breweries to speed production.

The area southwest of your town sector offers many valuable resources, and should be used to establish multiple production chains. Place a Constructor and Storehouse in this sector to speed the expansion of your economy.



TIP

Whenever possible, build a Constructor and Storehouse in a new sector before establishing extensive production.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Make use of available Fishing and Hunting Grounds:

- Lodge × 1
- Fisher × 2
- Hunter × 1
- Storehouse × 1



Establish Plank production away from your Hunter, to preserve Hunting Grounds until a Piggery can be constructed:

- Lodge × 1
- Woodcutter × 2
- Sawmill × 1
- Storehouse × 1



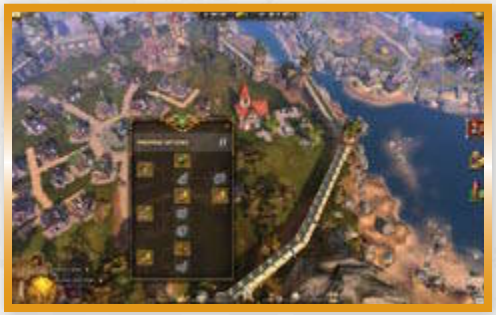
Upgrade your Church

NOTE

All Church upgrades should be ordered as soon as they are available. Check upgrade progress regularly to assess any supply problems, and use Population Rewards to supplement required resources.

Use Prestige gained through conquest and Technology research to unlock the **Abbey Upgrade** and **Geologist** Prestige Tree options (along with prerequisite options).

Upgrade the Church immediately, and continue to produce Novices for Technology research.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



As soon as construction is complete, order the next Church upgrade. Use the Books provided at the start of play to begin training Brothers. As soon as the required clerics are available, research **Ballistics** to secure a path to the **Dictionary** Technology.



Establish Gold production southwest of your town sector:

- Mountain Shelter × 2
- Gold Miner × 6
- Storehouse × 1



Clear as many trees as necessary to fit all required work yards. Assign at least four of your Gold miners as Geologists for a substantial boost in Stone production.

NOTE

Initial Gold, Coal, and Meat supplies can be used to produce up 20 Coins, and should provide for all of the soldiers required to complete the map.

Reinforce your army as needed, and send your General to capture the sector northwest of your Grain Barns.

Ensure that your army is large enough to defend the area, and fortify this sector when resources become available.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Use an open Noble Residence to place a Butcher's work yard in your town sector. As long as your General commands at least five Pikemen, set both Mints to "Idle" to free up remaining Fancy Food. Place your Butcher on a Fancy Food Boost right away. If Plank supplies are sufficient to continue Church upgrades, use any available Conquest Rewards to acquire new Meat and Tools.



Use the area near your Iron and Coal Mines to supplement Wood and Plank production:

- Lodge × 1
- Woodcutter × 2
- Sawmill × 1
- Storehouse × 1



Place a Papermill on the open Residence near your Brewery work yards.



Use an open Noble Residence to place a Bookbindery.

Set both the Papermill and Bookbindery "On Demand" to avoid unnecessary Wood and Food consumption.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Plain Food and Fancy Food are both required for Technology research, so avoid using new Food boosts until ample resources are available.

Construct the Abbey

As soon as your second Church upgrade is complete, begin constructing the Abbey.

> ***NOTE***
>
> **By moving quickly, your Abbey upgrade should be well ahead of enemy efforts, but keep an eye on Victory Point status. If an opponent manages to claim the Abbey Victory Point first, cancel your upgrade to recover required resources.**

Use the Jewelry provided at the start of play to begin training Fathers. Research the **Dictionary** Technology as soon as the required clerics are available.

The **Dictionary** Technology decreases the cleric cost of all remaining research, and provides a huge advantage on the Technology board. The Genius Victory Point should be your priority, but the provided Jewelry will not support all required Fathers. As long as your opponents have not researched any of the Technologies adjacent to the Genius Victory Point, consider using your remaining Fathers to research less expensive Technologies until new Jewelry can be produced.



Establish Jewelry production as soon as the Abbey upgrade has begun.

Construct a large mining operation near your Iron and Coal Mines:

- Mountain Shelter × 3
- Coal Miner × 6
- Iron Miner × 2
- Iron Smelter × 1
- Storehouse × 1



Assign at least four Coal Miners and one Iron Miner as Geologists. Very little Iron should be required to complete the map, but a steady supply of Stone is needed to ensure the **Sun King** Victory Point.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Establish new Meat production in the sector north of your town:

- Farm × 2
- Grain Barn × 2
- Piggery × 1
- Noble Residence × 1
- Butcher's × 2
- Well × 1
- Storehouse × 1



Apply a Fancy Food boost to the Piggery and both Butchers as soon as possible.

Place a Jeweler on an open Noble Residence in your town sector. Set your Jeweler to "On Demand," and use Fancy Food to boost production.



Claim Victory Points

At this point, the **Fountain of Knowledge** and **Abbey** Victory Points should already be in your possession.



Continue cleric production, and research the **Genius** Victory Point as quickly as possible.



Depending on your opponents' tactics, you may already hold the **Metropolis** Victory Point. Upgrade all existing Storehouses and expand production wherever land is available to keep this point away from Lord Wolvering and Bishop Matheusz.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Use your substantial Stone supplies to place Prestige Objects and claim the **Sun King** Victory Point.



Once these Victory Points are in your possession, the Countdown to Victory begins. Simply continue to place new Storehouses and Prestige Objects to safely hold all four points for three minutes.

If for any reason one or more of these Victory Points are unavailable, reduce the number of assigned Geologists and resume Coin production.



New Coin can be used to quickly claim the Banker Victory Point, or can be invested in additional soldiers.

If more Victory Points are required, consider capturing the Iron and Coal Mines far to the south of your town sector.

This area makes an ideal location for a Stronghold and supporting work yards.



New soldiers can be used to claim the **Field Marshal** Victory Point, or to attack new sectors for the **Emperor** Victory Point.



Claim and hold any five Victory Points to win the map.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

The Father's Revenge

Seenbach: *Ludowig is a strong enemy, but you will not have to fight alone this time; Dracorian is by your side. As Ludowig is fortified with Stone ramparts, you might take advantage of the Foundry or the White Palace.*



After Princess Zoé's victory in Kronstedt, King Konradin's political schemes are finally revealed. The crown promised to Zoé is instead returned to Tandria's former king: the tyrant Balderus. Betrayed and disillusioned, Zoé sets out to free Tandria from Konradin and Balderus—but not without help from an unlikely ally.

Enemy Forces



Field Marshal Ludowig

Field Marshal Ludowig starts the map with one General and twelve soldiers.

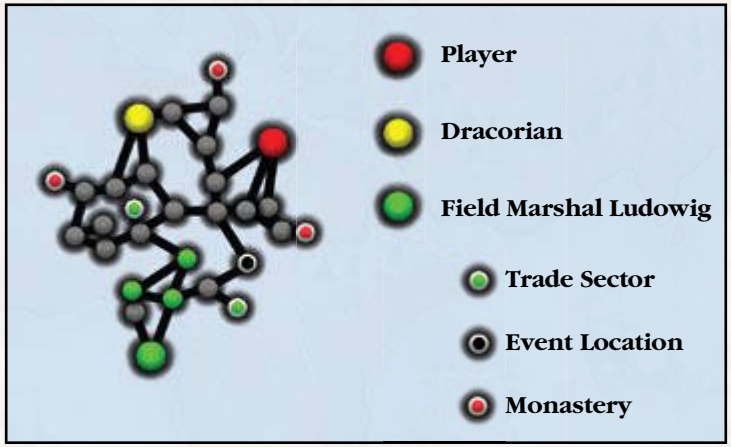
Starting Resources

Wood × 10	Plank × 50	Stone × 50	Coal × 5
Iron Ore × 5	Iron × 2	Gold × 5	Coin × 10
Grain × 20	Flour × 5	Bread × 5	Fish × 100
Animal × 5	Meat × 10	Water × 10	Beer × 15
Wool × 5	Cloth × 10	Garment × 5	Tool × 25

Established Production Chains

None

Overview



Friendly Sectors: 2
Enemy Sectors: 4
Neutral Sectors: 18

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Event Location: White Palace



Bodyguards Gone Rogue

The Princess' bodyguards have gone rogue and won't let her leave her own castle. Defeat them and the Princess will grant you Free Passage through her territory.

Base Army: Pikeman × 5, Musketeer × 2

Reward: Free Passage

Oh, How It Glitters and Sparkles…

The Princess loves to bejewel herself to underline her social status. Send her some fine Jewelry and she will be forever thankful. As a reward, you will be awarded a Victory Point.

Base Cost: Jewelry × 40 Reward: Victory Point

Being All Ears

As the Princess' beloved Chihuahua has died, there's no one to listen to her gossip. Send some clerics and she will reveal enough of your strongest enemy's sins to unleash Heavenly Wrath upon him.

Base Cost: Novice × 5, Brother × 2, Father × 1

Reward: Heavenly Wrath

This map is won by claiming and holding six of fourteen available Victory Points.

NOTE

Multiple **Special Trading Outpost** and **Special Sector** Victory Points are available on this map.

- *Special Sector*
- *Special Sector*
- *Banker*
- *Fountain of Knowledge*
- *Emperor*
- *Field Marshal*
- *Sun King*
- *Metropolis*
- *Most Trading Outposts*
- *Abbey (static)*
- *Special Trading Outpost (static)*

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Special Trading Outpost (static)

Genius (static)

White Palace (static)

This map offers Dracorian as an ally. Sectors controlled by an ally cannot be attacked, so armies and workers can move freely through friendly territory. Victory Points are shared by allies, so any claimed by Dracorian count toward the map's victory requirement. However, resources, Technologies, and Trading Outposts are not shared. In many regards, Dracorian is still a fierce competitor.



Dracorian expands quickly, and invests starting resources in developing Trade. Field Marshal Ludowig tends to focus on soldier production, but does invest in basic Technology research as soon as play begins. If left unchecked, Ludowig's forces will quickly conquer key neutral sectors. Monitor enemy movements closely to keep Ludowig from blocking access to the Marketplace.

CAUTION

Dracorian's army takes heavy losses early in the map, and his rapid expansion leaves conquered sectors vulnerable. Use your General to support Dracorian's army, or Ludowig will quickly gain a sizable lead.

Your town sector lacks most resources, but does provide Fishing Grounds. Initial construction will consume most Plank and Stone provided at the start of play, so establish new production as quickly as possible. A large amount of Plain Food is provided, so use Food boosts to speed your economy early in the map.

Opponent and ally tactics vary, but a strong and balanced economy allows you to adapt to virtually all developments.

With a map this large, resource delivery can prove difficult. Be sure to upgrade streets and Storehouses regularly.

Place Constructors in new sectors. Work yard rotation becomes increasingly important as an economy develops, and resource demands are easier to manage if new work yards can be built quickly.

Iron and Gold are rare on this map, but Wood production is also a concern. Use conquered sectors to build new Woodcutters whenever possible.



Try to make every new sector as self-sufficient as possible. Supplement Coal production by building Coking Plants near Iron and Gold Mines; secure new sources of Food for Noble Residence work yards; provide new Woodcutters for Blacksmiths or Wheelwrights. Unnecessary resource deliveries can bring a large economy to a standstill, so remove Carriers from production whenever possible.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Because Iron and Gold are scarce on this map, it takes some time to develop an effective army.

With massive stores of Plain Food provided, Novice production is an excellent early focus. Technology research and Proselytism can be extremely useful in your economy's development, so most town sector buildings should support cleric production.

When choosing Victory Point strategies, consider the **Fountain of Knowledge**, **Genius**, and **Abbey**.

Dracorian is able to rebuild his army fairly quickly, so be sure to claim important resources as soon as possible. Iron, Stone, and Gold are particularly important, and should be secured well before Dracorian is able to continue his expansion efforts.

Ludowig's focus on soldier production gives him an early lead in the **Field Marshal** Victory Point. Fully upgrade key fortifications to keep his armies contained for as long as possible.

A steady Stone supply is extremely important to optimizing your economy. Apply Food boosts to Quarries, and designate all Miners as Geologists until Iron, Gold, and Coal are required to expand production.



At least one Foundry should be captured and secured to supplement Cannon production because Ludowig's territory is heavily fortified. Specialized Generals are a great help in all battles, and they should be hired before you engage Ludowig's forces.



Claim and hold any seven Victory Points to win the map.

NOTE

This walkthrough focuses on Technology research and expansion through Proselytism. Required work yards vary based on captured sectors, building placement, and research Technologies. Expand and adjust production to optimize available resources and meet the needs of your specific economy.

Establish Novice Production



Your town sector provides enough Fertile Ground for multiple Bread and Beer production chains. Build Residences to increase available living space while laying the foundation for new production.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



New workers and Novices push your town to its limit, so keep a close eye on living space in the early stages of development.

TIP

Lay out large production chains before placing a Church in your town sector, but use the Logistics panel to make Church construction the highest priority. This ensures proper building placement, and allows you to focus on Novice production as soon as your Church is available.

The area just south of your Castle works well for Beer production, and it should support two Breweries with little trouble. Lay out the rest of your Beer production chain quickly:

- Residence × 2
- Farm × 1
- Brewery × 2
- Grain Barn × 3
- Well × 2





Use the remaining space for a small Plank production chain to support future construction:

- Lodge × 1
- Woodcutter × 2



Use the base of your town for Bread production, but try to leave at least half the area free for your Church and Prestige Extensions. Even with the large amount of Fish provided, it's essential to quickly establish Plain Food production. This area should be able to support at least two Bakeries:

- Residence × 2
- Farm × 2
- Bakery × 2
- Grain Barn × 3
- Windmill × 2
- Storehouse × 1

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Construct a Lodge near the Fishing Grounds to support both Plain Food and Plank production:

- Lodge × 1
- Woodcutter × 1
- Sawmill × 2







Unlock the **Stronghold, Export Office, and Church** option from the Prestige Tree by placing two Medium Prestige Objects just in front of your Castle.



Place the Church away from Bread production, and build a new Storehouse nearby.

TIP



It's possible to use all Population and Conquest Rewards for additional Tools, but try to keep at least one Reward available as a source of emergency Stone.

Provided resources allow for cleric production as soon as the Church is available. Your first 12 Novices must be used to capture new sectors, so refrain from Technology research for the moment.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



CAUTION

New soldiers cannot be hired until your Tavern has been secured. Send your first six Novices to capture your Coal Mines south of your town sector, and hire two Pikemen right away. Claim the nearby Iron Mines as soon as new Novices are available. Clerics move slowly, and Ludowig must be confronted as soon as possible!

Ludowig suffers heavy losses while conquering the fortified sector, but Dracorian's army is no match for his remaining forces. Move quickly to reinforce Dracorian's position, or Ludowig will gain free access to vulnerable sectors.



TIP

As soon as both the Coal and Iron Mines have been captured, use Novices to research at least three basic Technologies. Field Marshal Ludowig doesn't generally upgrade his Church, so move quickly to claim as many Technologies as possible, and secure your lead in the Fountain of Knowledge Victory Point.

Move quickly to attack Ludowig before he can fortify the sector south of the Marketplace. Even with your new Pikemen, this fight will be a close one. Try to attack before Ludowig's army can fully recover health lost while taking the sector.



Repair this sector's fortifications as soon as possible to keep Field Marshal Ludowig contained within his territory.

Expand Production

As soon as all basic Technologies have been researched, use Proselytism to capture remaining neutral sectors. Dracorian may attempt to capture important sectors as he rebuilds his army, so move quickly to ensure your economy has access to all available resources.

Each unfortified neutral sector can be conquered with only six Novices. Iron, Coal, and Gold are essential, and should be captured quickly. Depending on required Prestige Extensions, however, Stone may be your most urgent concern. Send your first six Novices to capture the small Stone Piles southwest of your town.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Establish new production as quickly as possible. This sector offers only a small amount of Stone, but its Hunting Grounds can be used to increase production dramatically. Construct a small Meat production chain to supply a single Quarry with a Fancy Food boost:

- Mountain Shelter × 1
- Noble Residence × 1
- Lodge × 1
- Quarry × 1
- Butcher's × 1
- Hunter × 2
- Storehouse × 1

Use Conquest Rewards to provide additional Tools and Meat as needed.

Apply a Fancy Food boost to the Butcher and Quarry work yards as soon as construction is complete.



Return to the Coal Mines near your Tavern to establish Coal production.



Take advantage of the extra space by increasing Plank production:

- Mountain Shelter × 2
- Lodge × 1
- Coal Miner × 6
- Woodcutter × 2
- Sawmill × 1
- Storehouse × 1

Unlock the Geologist Prestige Tree option by placing Prestige Extensions around your Church. Designate all Miners as Geologists to boost Stone Production.



Use the area near your Iron Mines to establish Iron and Tool production:

- Mountain Shelter × 3
- Iron Miner × 6
- Iron Smelter × 1
- Residence × 1
- Toolmaker × 1
- Lodge × 1
- Woodcutter × 2
- Storehouse × 1

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Designate all Iron Miners as Geologists while your Iron Smelter processes the resources provided at the start of play. Set your Toolmaker to "On Demand," and apply a Fancy Food boost to reduce resource consumption.

Stone supplies should grow quickly, so place Prestige Extensions to unlock remaining Prestige Tree Options.

Remove the Fancy Food boost from your Quarry to allow Meat supplies to recover. Continue producing Novices to capture the Stone Piles and Gold Mines south of your town sector.





Apply a Fancy Food Boost to your Bookbindery, and set both the Papermill and Bookbindery to "On Demand."

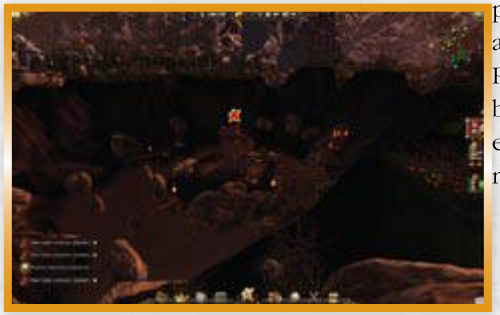
Optimize delivery routes by placing new Storehouses. Upgrade Residences, Storehouses, and streets as Stone becomes available. Monitor Meat supplies and adjust Fancy Food boosts until your first Church Upgrade is complete.



Once Brothers are available, continue your Technology research. Begin your second Church Upgrade and research all available Technologies. This secures the Fountain of Knowledge Victory Point, and ensures that the Genius Victory Point can be claimed as soon after Father production begins.



Consider training additional Novices to claim the available Special Sector Victory Point. Resources available from current sectors should provide for extensive production, and available Beer and Plain Food should be more than enough to invest in new Novices.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

CAUTION

Don't forget to fully upgrade the fortifications keeping Field Marshal Ludowig at bay. Ludowig rebuilds his army very quickly, and must not be allowed to resume his expansion.

Consider reassigning a few Coal and Iron Miners once your Iron Smelter has processed available Iron Ore. Reassign the work areas of inactive Woodcutters and Hunters, and replace unneeded Sawmills with Foresters. Begin Stockpiling Wood for any future Paper, Tool, Weapon and Wheel production.

Consider using available Fertile Ground for new Grain Barns to support a Piggery and additional Butcher's work yards.



Once all neighboring sectors have been conquered, begin expanding into the area around Dracorian's town sector.



Remember that while Proselytism allows you to capture sectors that are otherwise out of reach, it is automatically cancelled if a sector is engaged in combat. Dracorian will often send his army after the sectors your Novices are attempting to capture, so choose targets carefully.



Dracorian will often risk the last of his soldiers to thwart your expansion efforts.

Claim Victory Points

Establish Coin and Jewelry production near your Gold Mines:

- Mountain Shelter × 2
- Noble Residence × 2
- Lodge × 2
- Gold Miner × 5
- Coking Plant × 1
- Goldsmith × 1
- Mint × 1
- Woodcutter × 3
- Storehouse × 1

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Place your Lodge near the Fishing Grounds, and replace Woodcutters with Fishers if Plain Food supplies drop too low.

Establish additional Meat production south of your town sector:

- Farm × 2
- Noble Residence × 2
- Grain Barn × 3
- Piggery × 1
- Well × 1
- Storehouse × 1



With a Piggery available, you're free to use the Hunting Grounds as an additional source of Wood or Plank as needed.

Place the Butcher and the Piggery on a Fancy Food boost until Animal supply is sufficient to support both the Butcher work yards. Use any available Conquest Rewards for additional Meat to prepare for Father production.

Resume Technology research once Jewelry becomes available for Father production.

TIP



Use Prestige Extensions to reach a Prestige Level of 14 or higher to collect additional Jewelry.

Fully upgrade your Church to claim the **Abbey** Victory Point. With Dracorian's focus on Trade, the **Most Trading Outposts** and **Banker** Victory Points may already be in your team's possession.



Depending on the status of the **Emperor**, **Metropolis**, and **Sun King** Victory Points, the Countdown to Victory may begin before you've researched the **Genius** Victory Point.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Use your extensive Stone production to place Prestige Objects, and ensure that the **Sun King** Victory Point remains in your possession.

Dracorian may spend considerable Coin rebuilding his army, and often loses the **Banker** Victory Point in the process. Consider adjusting to Dracorian's unpredictable behavior by working toward the **Banker** and **Field Marshal** Victory Points yourself.

Put your Mint on a Fancy Food boost to double Coin production, and begin construction of a Stronghold in any available space. Build a Blacksmith and Wheelwright, and look for ways to improve your economy.



If Plank supplies are adequate, consider replacing Sawmill work yards with addition Foresters.



Begin trading Beer at the Tavern to increase Coin production, and build Residences in unused sectors to accommodate new soldiers.

Place additional work yards as needed to claim the **Metropolis** Victory Point.

If the game continues after the **Banker** Victory Point has been claimed, begin investing in new Generals and soldiers.



Consider completing Event Location Quests, and producing Jewelry for the **White Palace** Victory Point.

Establish an Export Office and supporting production chains near the Marketplace, and work toward the **Special Trading Outpost** Victory Points while trading for new resources.

Produce Cannons at your Stronghold and make use of the Foundries to assemble a massive assault force.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Use your armies to take Field Marshal Ludowig's **Special Sector** Victory Point, and drive your opponent from the map.

Claim and hold any six Victory Points to complete the map.



The Return of the Old King

Mordsweiler: *This town is located at the foot of the mountains and this is a very infertile region.As your enemies have allied against you and Dracorian, perhaps you should consider requesting some occult help from the Bone Church or the Enchanted Tower.*



Outraged at his daughter's rebellion, King Konradin mobilizes his army to face Princess Zoé on the battlefield. Determined to succeed where Field Marshal Ludowig failed, King Konradin enlists the aid of the devious King Balderus.

With Dracorian at her side, Princess Zoé continues her fight for Tandria's freedom.

Enemy Forces



King Konradin



King Balderus

Konradin and Balderus each start the map with one General and five soldiers.

Starting Resources

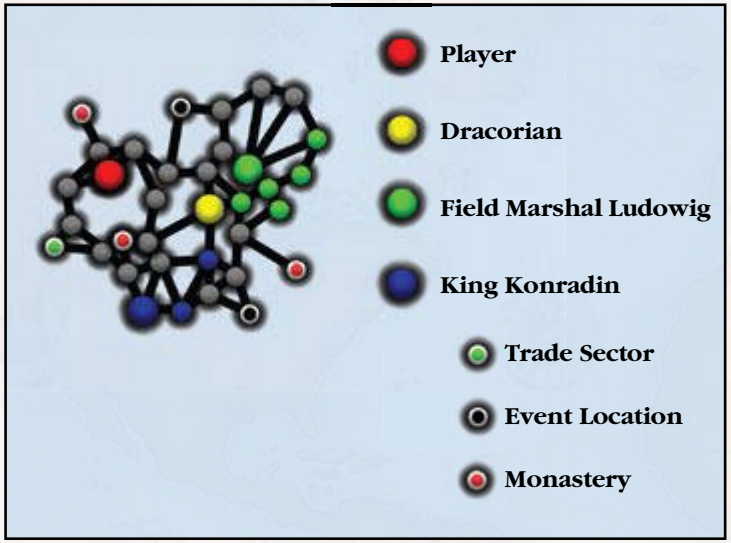
Wood × 15	Plank × 50	Stone × 50	Coal × 20
Iron Ore × 15	Iron × 10	Gold × 15	Coin × 15
Grain × 15	Flour × 5	Bread × 10	Fish × 20
Animal × 10	Meat × 20	Horse × 3	Water × 10
Beer × 10	Paper × 5	Book × 3	Wool × 10
Cloth × 10	Garment × 10	Jewelry × 5	Weapon × 3
Wheel × 5	Tool × 25		

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Established Production Chains

None

Overview



Friendly Sectors: 2
Enemy Sectors: 9
Neutral Sectors: 18

Event Location: Bone Church



Put Them in Their Place

The dark cult is feared all over Tandria for its dark rituals and cruelty. Defeat the cultists to persuade them to leave the Settlers alone, and your heroic deed will be rewarded with a Victory Point.

Base Army: Pikeman × 5, Musketeer × , Cavalier × 3
Reward: Victory Point

Bloody Initiation

The cultists lack the breaking wheels needed for the initiation of their newcomers. Help them out and they will use their dark magic to summon an Earthquake in your most successful enemy's territory.

Base Cost: Wheel × 12
Reward: Earthquake

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Event Location: Bone Church (continued)

Joining the Dark Side

The Cult Priestess wants to enlarge her dark cult by training more obedient disciples. Send her some of your own clerics and she will grant you Free Passage through her sector.

Base Cost: Novice × 4, Brother × 2

Reward: Free Passage

Event Location: Enchanted Tower



I Don't Believe in Witchcraft

The Witch claims that her magical potions have made her minions unbeatable in battle. Send your soldiers and prove the old lady wrong, and you will receive a Victory Point.

Event Location: Enchanted Tower (continued)

Base Army: Pikeman × 5, Musketeer × 4, Cavalier × 3

Reward: Victory Point

A Wicked Dress

The Witch wants to attend a ball but cannot find the right dress to wear. Send her some fine Garments and Jewelry to get her to reveal a Technology from one of her magical books.

Base Cost: Garment × 12, Jewelry × 8

Reward: Forced March

Healing Hands

The Witch's minions love to fight, but are still stricken from their latest raid. Send some of your clerics to help them recover, and they will gladly attack your most successful enemy.

Base Cost: Novice × 5, Brother × 3

Reward: Marauder Army

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

This map must be won by claiming and holding six of fifteen available Victory Points.

- *Banker*
- *Emperor*
- *Sun King*
- *Metropolis*
- *Field Marshal*
- *Generalissimo*
- *Fountain of Knowledge*
- *Most Trading Outposts*
- *Special Sector*
- *Genius (static)*
- *Abbey (static)*
- *Special Trading Outpost (static)*
- *Special Trading Outpost (static)*
- *Bone Church (static)*
- *Enchanted Tower (static)*

Mordsweiler offers very little Fertile Ground. This prohibits Bread and Beer production until well into expansion, and makes Technology research a relatively ineffective strategy.

Fishing Grounds are available outside your town, but may not support an expansive economy for the duration of play. Consider using all available Hunting Grounds to support Meat production, and place all active Noble Residence work yards on Fancy Food boosts.

Iron, Coal, and Gold Mines are all available in the neutral sectors near your town and should be acquired as quickly as possible. Warfare is the only expansion method available early in the map. The small army provided at the start of play is sufficient to conquer one sector immediately, but you should use all early Coin production to hire reinforcements while you are capturing more sectors.

Small amounts of Gold and Coal are available in your Storehouse, but securing new mines should your top priority.

Because many basic resources are scarce, Trade is a valuable tool in supporting your economy. King Konradin begins play with an established Export Office, so move quickly to secure the Marketplace for yourself.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Dracorian tends to lead the map in Technology research, and usually earns the **Fountain of Knowledge** Victory Point before long. However, it's unlikely that he will invest beyond basic Technologies, so the **Genius** Victory Point probably will go unclaimed.

Dracorian builds a strong army very quickly. This discourages most opponent attacks, but it also gives Dracorian the ability to capture the valuable resources around your town. Use soldiers hired at your Tavern to expand your territory before Dracorian makes his way across the map.

NOTE

This walkthrough focuses on Warfare and Trade. This strategy emphasizes rapid expansion and the **Special Trading Outpost** Victory Points.

Establish A Stronghold

The small army provided is sufficient to capture at least one neutral sector. Send your General to capture the Coal Mines west of your town sector as soon as play begins.



Use initial resources to construct a Stronghold and establish essential production:



- Noble Residence × 3
- Butcher's × 1
- Blacksmith × 1
- Mint × 1
- Mountain Shelter × 1
- Quarry × 1
- Iron Smelter × 1
- Lodge × 2
- Woodcutter × 2
- Sawmill × 1
- Hunter × 2

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



New soldiers will quickly consume living space, so build additional Residences as needed. When laying out your town sector, leave a large area around your Stronghold for Prestige Extensions. Place Fancy Food boosts on the Butcher, Blacksmith, Mint, Quarry, and Iron Smelter work yards.



Your Butcher cannot keep pace with current Fancy Food consumption. Switch your Quarry and Iron Smelter to "On Demand," and use Conquest Rewards to supplement Meat and Tool supplies.



Begin training soldiers at your Stronghold as soon as possible. You'll need at least ten Musketeers to capture fortified sectors, but make sure your General has at least five Pikemen before continuing your expansion. Establish new production near your Coal Mines while reinforcements arrive:

- Mountain Shelter × 2
- Coal Miner × 6
- Lodge × 1
- Fisher × 1
- Hunter × 2
- Noble Residence × 1
- Butcher's × 1
- Storehouse × 1



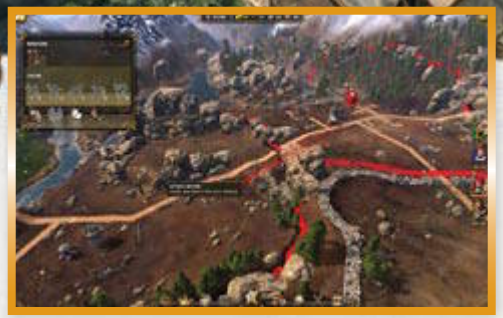
TIP

Remember that you can assign Food Boost and Geologists while buildings are under construction. Use the Overview screen to adjust settings as soon as all work yards have been laid out.

Place Prestige Extensions to unlock the Geologist option from the Prestige Tree. Assign four of your Coal Miners as Geologists, and place a Fancy Food boost on your Butcher.

Send your General to capture the Gold Mines southwest of your town sector.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Secure the Marketplace

Once your General has at least 10 Musketeers, attack the fortified sector south of your Gold Mines. This sector should be captured as quickly as possible to prevent Konradin from establishing new Trading Outposts.



Begin constructing new Storehouses leading from your town to the fortified sector. Fortifications should be repaired as soon as your General has captured this sector, and improving your resource delivery speeds the process considerably.



Pay close attention to the size and location of enemy forces. Continue to hire new soldiers to discourage attacks until all vulnerable sectors can be fortified.

Develop the area around your Gold Mines for production and as a site for your Export Office.

- Mountain Shelter × 1
- Gold Miner × 2
- Lodge × 1
- Hunter × 2
- Noble Residence × 1
- Butcher's × 1
- Export Office × 1
- Storehouse × 2



Place the Export Office as soon as Plank and Stone supplies can support construction.

Place Prestige Extensions as needed to begin upgrading Storehouses, Residences, and streets.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Streets can be redirected to allow for a massive Prestige Extension.

Keep an eye on the Iron Mines east of your town sector. Dracorian may attempt to capture this sector, leaving you with no source of Iron Ore.



Dracorian should have assembled a relatively large army at this point, and he should start claiming nearby sectors. Securing the Marketplace should be your highest priority. Order additional reinforcements and monitor Dracorian's position while this sector is fortified.

TIP



Consider hiring a specialized General to capture the Iron Mines while your main army guards the Marketplace. As long as your Iron Smelter, Blacksmith, and Mint have been left on Fancy Food boosts, remaining resources should allow for a second army.

Establish Garment production near the Marketplace as resources become available:

- Farm × 3
- Grain Barn × 3
- Shepherd × 1
- Piggery × 1
- Residence × 1
- Weaving Mill × 1
- Noble Residence × 2
- Butcher's × 1
- Tailor × 1
- Storehouse × 1
- Well × 2

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

> **TIP**
>
> Place the Piggery, along with the Butcher's and Tailor work yards, on a Fancy Food boost. Hunters are not able to keep up with Animal demand for long. With a Food boost, the Piggery can supply additional Animal to multiple Meat production chains.

Remove at least one Hunter from depleted Hunting Grounds, and place Sawmills or Woodcutters as needed.

Fortify your Iron Mines and any other vulnerable sectors. If Dracorian fails to fortify his new sectors, hostile armies can cut an easy path right to your Castle.



Establish production near your Iron Mines:

- Mountain Shelter × 2
- Iron Miner × 3
- Iron Smelter × 2
- Storehouse × 1



Place new work yards in your town sector:

- Toolmaker × 1
- Blacksmith × 1
- Wheelwright × 1



Construct new Residences as needed. Set all three work yards to "On Demand," and apply Fancy Food Boosts if possible.

When ready, send your General to capture the other neutral sectors around your town.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



NOTE

As long as you have access to Coal, Gold, and Iron, remaining sectors can be captured in any order. Make use of new resources as Tools become available.

Establish Trading Outposts

Begin training Hawkers at your Export Office. Resources provided at the start of play should allow you to make several trades right away. Begin upgrading the Export Office as resources become available.

Establish a Goldsmith near Gold or Iron sources to begin Jewelry production.



Jewelry is needed for Salesman and Merchant production and it also can be traded for Coin. Make sure to put the Goldsmith on a Fancy Food boost right away.

CAUTION

A second Goldsmith can be supported by expanding Iron and Gold production, but monitor Iron production closely. Wheel and Weapon production may require large amounts of Iron to complete this map.

If Fertile Ground is available, construct additional Grain Barns and Piggeries.



Piggeries don't require Fertile Ground and can be placed in any open area.

Place Fancy Food boosts on any new Piggeries, and construct new Butcher's work yards if Animal supplies are adequate. Replace any unneeded Hunters with Fishers or Woodcutters.

Continue upgrading your Export Office until Merchants can be trained. Establish new Trading Outposts until you receive the **Most Trading Outposts** Victory Point.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



TIP

Any Trading Outpost can be useful, but be sure to secure one that allows you to trade for Horses. Doing so provides for Merchant and Cavalier production without investing in additional Farms.

Continue producing traders, and trade surplus resources for Coin.

Upgrade your stronghold to produce advanced soldiers and hire specialized Generals at the Tavern.

Claim Victory Points

Check your Victory Point status to assess your situation.



Dracorian usually claims the **Fountain of Knowledge** and **Abbey** Victory Points, and with well-established Trade you should have easily claimed the **Most Trading Outposts** and **Banker** Victory Points.

Event Location Points are risky investments and should not be necessary to complete this map. Place additional work yards and produce enough soldiers to ensure that either you or Dracorian hold the **Field Marshal** and **Metropolis** Victory Points. Use new Trading Outposts to efficiently meet any resource demands.

Place large Prestige Extensions to gain the **Sun King** Victory Point.





Additional Prestige Rewards can be used to speed trader production.

Use traders to claim the **Special Trading Outpost** Victory Points. Because you have exclusive access to the Marketplace, you can claim these Victory Points at any time.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Claim and hold any six Victory Points to complete the map.

The Final Frontier

Drakenau: *The journey ends with the last battle at the dry and vast badlands around the Volcano, fighting on your own against your three most dangerous enemies. According to a myth, there is a Dragon sleeping inside the red lava of the Volcano. If that's true, you might find a strong ally to help you there.*



With Dracorian recovering from his injuries, Princess Zoé must stand alone to face King Konradin's terrible wrath. Three formidable opponents have assembled in the badlands of Drakenau, and they stand ready for battle. The fight ahead is sure to be a difficult one, but Princess Zoé has learned much from her journey. One way or another, Tandria's fate is about to be decided.

Enemy Forces



King Konradin



Field Marshal Ludowig



King Balderus

Konradin, Ludowig, and Balderus each start with one General and four soldiers.

Starting Resources

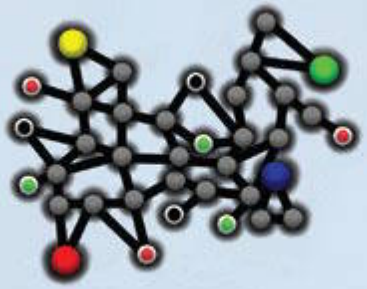
Wood × 15	Plank × 50	Stone × 30	Coal × 20
Iron Ore × 15	Iron × 10	Gold × 10	Coin × 15
Grain × 15	Flour × 5	Bread × 10	Fish × 20
Animal × 10	Meat × 20	Horse × 3	Water × 10
Beer × 10	Paper × 5	Book × 3	Wool × 5
Cloth × 10	Garment × 10	Jewelry × 3	Weapon × 3
Wheel × 3	Tool × 25		

Established Production Chains

None

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Overview



- Player
- King Konradin
- King Balderus
- Field Marshal Ludowig
- Trade Sector
- Event Location
- Monastery

Friendly Sectors: 1
Enemy Sectors: 3
Neutral Sectors: 24

Event Location: Field of Mandrakes



David Versus Goliath

The Giant has grown a little megalomaniac over the years, believing that no one can stop him. Show him who's the better fighter—defeat him and he will leave you his lunch.

Base Army: Pikeman × 5, Musketeer × 2
Reward: Treasure

Kingsized Wool

The Giant wants to make himself something new to wear and therefore needs a lot of Wool. Let your traders deliver some of your own supplies and you'll earn a Victory Point.

Base Cost: 60
Reward: Victory Point

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Event Location: Field of Mandrakes (continued)

A Huge Favor

The Giant needs some helping hands to take care of his mandrakes. Send him your clerics as gardeners, and he will reward you by causing a devastating Earthquake in your most successful enemy's territory.

Base Cost: Novice × 5, Brother × 2, Father × 1

Reward: Earthquake

Event Location: Dark Fortress



In the Name of Honor

The Fallen Knight is always up for a good fight. If you defeat him in an honorable battle, he will be a good sport and prove his respect for you by attacking your most successful enemy.

Event Location: Dark Fortress (continued)

Base Army: Pikeman × 4, Musketeer × 3, Cavalier × 2

Reward: Marauder Army

A Call for Arms

The Fallen Knight wants to expand his exquisite collection of arms and armor. Deliver a supply of Weapons to the Dark Fortress and you will be rewarded with a Victory Point.

Base Cost: Weapon × 30

Reward: Victory Point

A Broken Man

Once a knight in shining armor, the Fallen Knight was broken by the horrors of war. Send your clerics to offer him forgiveness, and he will put his most experienced General under your command.

Base Cost: Novice × 3, Brother × 2, Father × 1

Reward: General

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Event Location: Volcano



Awake the Dragon

Many brave soldiers have tried to defeat the Dragon only to fail miserably. Vanquish the fiery beast, and it will reward you by causing a devastating Earthquake in your most successful enemy's territory.

Base Army: Pikeman × 4, Musketeer × 3, Cavalier × 2

Reward: Earthquake

Such a Big Magpie

Like the rest of its kind, the Dragon has a weakness for gold, gems, and all things shiny. Deliver some fine Jewelry to the Dragon's nest, and it will share its meaty meal with you.

Base Cost: Jewelry × 5

Reward: Treasure

Event Location: Volcano (continued)

I Scratch Your Back, You Scratch Mine

The Dragon's back has been itching for centuries, driving the beast mad. Send him some of your clerics as backscratchers, and you'll be rewarded with a Victory Point.

Base Cost: Novice × 6, Brother × 3, Father × 2

Reward: Victory Point

This map must be won by claiming and holding seven of sixteen available Victory Points.

- *Fountain of Knowledge*
- *Emperor*
- *Sun King*
- *Metropolis*
- *Field Marshal*
- *Generalissimo*
- *Banker*

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Special Sector

Most Trading Outposts

Special Trading Outpost (static)

Special Trading Outpost (static)

Abbey (static)

Genius (static)

Field of Mandrakes (static)

Dark Fortress (static)

Volcano (static)

With three allied opponents, this map requires a more focused strategy than the rest of the campaign. Each kingdom begins with enough resources to construct a branch building, and each of your three opponents chooses a different expansion method.

King Konradin invests in an Export Office, and starts sending traders to the Marketplace to claim Trading Outposts.

King Balderus constructs a Stronghold, and quickly begins conquering neutral sectors.

Field Marshal Ludowig builds a Church to gain an early advantage through Technology.

The available Victory Points allow for each of these strategies to be put to good use, and required resources for each method can be found just outside each town sector.

Choosing a specific branch building is generally a matter of preference. Warfare, Technology, and Trade all have distinct advantages on this map.

The static Victory Points associated with Technology are extremely valuable when facing allied opposition. Soldier production is comparatively slow early in the map, but the advantages of Technology research lead to an extremely efficient economy and powerful armies.

The flexible economy provided by Trade is all the more useful when dealing with multiple opponents. As with Technology, the static Victory Points available are a great help.

Warfare is best used to eliminate one or more opponents early in the map. Because Konradin and Ludowig invest initial resources into the Export Office and Church, they are unable to match the Stronghold's soldier production. A rapid expansion toward either of these opponents can help level the playing field before their economies have a chance to develop.

No matter which branch building you choose at the start of play, remember that speed is of the utmost importance. Construction, trades, research, and army reinforcements must all be handled simultaneously. Use the Logistics panel to issue orders quickly, and prioritize tasks when time allows.

This map offers three Event Locations, each offering a Victory Point that favors a different branch building. Of the three Event Locations, the Field of Mandrakes is the closest to your town sector.

Because it only requires Wool production, the **Field of Mandrakes** Victory Point is an excellent investment. A Marketplace is fairly close to your town sector, so you can secure access to it soon after play begins. Because it also supports additional branch buildings, Trade is a particularly effective strategy for this map.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

NOTE

This walkthrough focuses on Trade and Warfare. The strategy emphasizes the Special Trading Outpost Victory Points and relies on specialized Generals for defense.

Establish an Export Office

The Export Office must be constructed as quickly as possible. Place two Medium Prestige Objects in front of your Castle, and unlock the **Stronghold, Export Office, and Church** option from the Prestige Tree.



Place an Export Office directly next to your Storehouse to reduce construction time.

Hire two Pikemen from at the Tavern, and send your General to capture the Iron Mines northeast of your town sector.

Use the Trade menu to select the closest Trading Outpost to offer Stone.





Cloth × 3 = *Stone* × 6

Konradin usually heads for this outpost as soon as play begins. Use the Garments in your Storehouse to train five Hawkers as soon as the Export Office has been constructed.

Place new Residences and establish production in your town sector:

- Noble Residence × 2
- Butcher's × 3
- Tailor × 1
- Residence × 1
- Weaving Mill × 1
- Lodge × 2

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

- Hunter × 3
- Woodcutter × 2
- Sawmill × 1
- Mountain Shelter × 1
- Quarry × 3



All Hunters should be on a single Lodge near your town sector's Hunting Grounds.

Place a Fancy Food boost on your Hunters and all Noble Residence work yards as soon as possible.

CAUTION

Remember that securing the Trading Outpost is your highest priority, so keep an eye on the Export Office and stop all other activity until Hawkers have been queued up for training.

Use the Conquest Reward from your new sector to collect additional Tools and Meat. Use the Fertile Ground to establish Wool production, and send your General to capture the Gold and Coal Mines north of your town sector.



The next battle will be a close one, so make sure your army has recovered lost health before attacking.

Wool is needed for Garment production, but it also serves as your main source of Coin early in the map. Take full advantage of your Fertile Ground when placing Shepherds.

- Farm × 1
- Shepherd × 3
- Well × 3
- Storehouse × 1



Small amounts of Wool and Cloth are provided at the start of play, so Garment production should begin as soon as the Tailor is constructed.

Train Hawkers as Garments become available to establish the next Trading Outpost.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



Wool × 6 = Coin × 4

Use Wool trades to provide Coin for new soldiers. Garments should be used to produce new traders whenever possible, so avoid trading them for now.

While your General is busy capturing the Gold and Coal Mines, construct at least one new Residence in your town sector.

TIP



A second Weaving Mill set to "On Demand" can be used to support Cloth trades. Place the new Residence near Garment production. Add a Weaving Mill work yard when Tools and living space are available.

Construct a Lodge with a Fisher near your Fishing Grounds. Place additional Fishers as Tools become available.

Once your General has captured the Iron Mines, lay the foundation for future production chains:



- Noble Residence × 2
- Constructor × 1
- Storehouse × 1

This area will be used to produce Weapons and Jewelry, so keep at least one work slot available on each Noble Residence.

Current supplies cannot support construction demands, so use this sector to expand Plank production:

- Lodge × 1
- Woodcutter × 2
- Sawmill × 1



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Secure the Marketplace

Assign new Woodcutters to clear the areas outside your Gold and Coal Mines.

Continue making trades to hire new soldiers at the tavern, and capture the sector to the north of your mines.



Conquering this sector secures your access to the Marketplace, and forces King Konradin to use the Marketplace across the map. The surrounding neutral sectors act as temporary defenses, but fortify this sector as soon as Plank supplies are adequate. Make sure the Marketplace is secure, and send your General to capture the Special Sector.

NOTE

As long as you've worked quickly, the Special Sector should still be unclaimed. If an opponent is occupying the Special Sector, be sure to attack before they build fortifications. Coin gained from Wool trades allow you to quickly assemble a superior army.

Place Prestige Extensions to unlock the **Export Office Upgrade** from the Prestige Tree. Unlock additional options as needed, and trade Cloth at the Marketplace to replace used Stone.



Upgrade your Export Office, and begin placing Mountain Shelters near your Iron, Gold and Coal Mines.

Begin placing work yards near the appropriate mines:

- Iron Miner × 2
- Gold Miner × 2
- Coal Miner × 2



TIP

The area around each of your mines can accommodate six work yards, so place Mountain Shelters carefully. Use your Woodcutters or the Forest Clearance option remove any trees blocking work yard slots.

Construct two Residences near your Gold and Coal Mines.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Once you've upgraded the Export Office, use the Jewelry provided at the start of play to train three Salesmen. Send new traders to secure additional Trading Outposts.





Upgrade your Residences as resources allow, and continue trading Wool for Coin.

Place a new Mountain Shelter with an Iron Smelter in the sector with your Gold and Coal Mines. Use existing Residences and Noble Residences to place new work yards:

- Blacksmith × 1
- Goldsmith × 1
- Toolmaker × 1
- Wheelwright × 1



Place a Fancy Food boost on these work yards, and set them to "On Demand."

With Tool production established expand all mining operations. Add new Mountain Shelters near your Iron, Gold, and Coal Mines. Place new work yards until you have at least:

- Iron Miner × 6
- Gold Miner × 6
- Coal Miner × 6
- Iron Smelter × 3

Assign three Geologists to each mine to continue Stone production.



Place at least one Iron Smelter "On Demand" to preserve Coal supplies.

Produce traders and deploy them to new Trading Outposts as they become available.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

Fortify Your Sectors

Claiming the **Special Trading Outpost** Victory Points is a costly endeavor, so make sure to invest necessary resources in soldier production and fortifications.

The Special Sector should be fortified immediately after it's in your possession. As your General begins his attack on the Special Sector, place a Constructor and Storehouse at the edge of your territory.



Upgrade the fortifications of any vulnerable sector. The Marketplace and Special Sector are crucial, but Konradin, Balderus, and Ludowig should all be fairly close to your territory.

With your fortifications fully upgraded, it takes some time before your opponents can mount an effective assault. Place a Stronghold in your town sector, and continue optimizing your economy as required resources become available.



The Special Sector offers a wide variety of useful resources. Make use of this sector to support any struggling production chains.

Upgrade your Stronghold as soon as possible. Hire a new General from the Tavern, and transfer all existing soldiers to his command.



TIP

Bertram the Bonecrusher, Theobald the Tactician, and Siegfried the Specialist are all extremely powerful when used together. Try to hire them early in the map, while your opponents are still spending Coin on basic soldiers.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

CAUTION

Train new soldiers at your Stronghold, but don't claim the Field Marshal Victory Point until after completing any desired Event Location Quests.

Once soldiers are produced at the Stronghold, Coin demand should be relatively low. Begin stockpiling Wool, and accept the Event Location Quest "Kingsized Wool" at the Field of Mandrakes.



Consider building additional Shepherds if Fertile Ground is available, but allow Cloth and Garment production to continue.

If the **Banker** Victory Point is in your possession, invest Coin in resources, Generals, or extra soldiers to reduce the Wool required to complete the Quest.



Resume trading at the Marketplace after claiming the **Field of Mandrakes** Victory Point.

Claim the Special Trading Outposts

Claiming the Special Trading Outpost Victory Points should be your main focus in the Trade menu, but be sure to invest in additional Trading Outposts. Horses, Iron, Meat, and other valuable resources should be available at all times. Trading Outposts that provide Prestige or Prestige Rewards should also be considered.



King Konradin's progress on the Trade menu should be fairly slow, allowing you plenty of time to establish a wide variety of trade options.

Begin your second Export Office upgrade as soon as Horses are available through Trade or from a Stable.

Begin training Merchants at the Export Office, and make your way to the closest Special Trading Outpost.

Finish upgrading all streets, Storehouses, and Residences.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips

CAUTION

Garment, Jewelry, and Wheel production should have a Fancy Food boost assigned, so watch Meat supplies closely. Establish new Meat production near unused Hunting Grounds, or trade for Meat at the Marketplace.

As long as Fancy Food is available to all supporting production chains, Hawkers, Salesmen, and Merchants should all be available at a fairly consistent rate. Establish new Trading Outposts quickly, but be sure to keep extra Hawkers available to continue Marketplace trades.

Choose the most direct path to the remaining Special Trading Outpost, and focus on other available Victory Points.

Claim Victory Points

While your traders make their way across the Trade menu, check the status of available Victory Points.

Reinforce your armies with Pikemen, Musketeers, and Standard Bearers, and look for opportunities to conquer new sectors.



By the time your Traders have claimed the second Special **Trading Outpost** Victory Point, your opponents should start gathering large armies. Use all standard methods to make a push for remaining Victory Points.



The **Metropolis** and **Field Marshal** Victory Points both require ample living space, so place and upgrade new Residences as needed.

Place new work yards and Storehouses anywhere in your territory, and bolster your armies with Pikemen and Musketeers.

Use large Prestige Extensions to claim the **Sun King** Victory Point.



Continue Wool trades to secure the **Banker** Victory Point, even during soldier production.

How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Storm over the Meadows
The Foggy Fields
100 Years of Peace
The Father's Revenge
The Return of the Old King
The Final Frontier
Developer Tips



As new workers and soldiers arrive, the **Metropolis** and **Field Marshal** Victory Points should trigger the Countdown to Victory. At this point, simply use your massive army to repel hostile forces, and continue placing Prestige Objects to hold the **Sun King** Victory point throughout the Countdown.



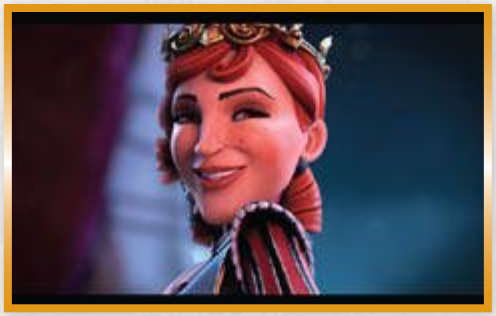
This gives you a total of eight Victory Points, so the Countdown will continue even if your opponents should claim one.

If for any reason you have not been able to claim both Special Trading Outposts, push on to the **Emperor** Victory Point or complete remaining Event Location Quests. Simply continue producing soldiers, and use one General to attack enemy sectors across the map while your main forces protect your territory.

Keep in mind that Field Marshal Ludowig will not typically research beyond basic Technologies, so constructing a Church may still allow you to claim the **Genius** Victory Point.

Claim and hold any seven Victory Points to win the map and complete the campaign.

Epilogue



With Princess Zoé's triumph in Drakenau, the Tandria is finally at peace. King Konradin's schemes have failed, and Balderus has been driven from the land.

For the first time in ages, the people's crown has a worthy successor. With a selfless and compassionate queen on its throne, Tandria seems to have a bright future indeed.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips
Bastian Hartmann, QA
Xenia Hartleb, Game Design
Bruce Shelley, Consultant
Andreas Nitsche, Lead Game Designer
Wolf Reitsamer, Programmer
Tobias Sandkuhl, QA
Jochen Peketz, Lead Level Designer
Volker Stuckmann, Game Designer
Daniel Sawitzki, Programmer
Alan Au Yeung, QA
Gustav Pavlou, QA
Hannes Wengenroth, Programmer

Developer Tips

Bastian Hartmann, QA

Tips for Warfare

Essential Resources

Iron Ore, Coal: Important for Weapon production!

Wood: Important for both Planks and Weapon production.

Coin: To pay your soldiers.

Strategies for the Initial Phase

- Construct the Stronghold and a Noble Residence (with a Butcher's, Blacksmith, and Mint) as soon as possible.
- Set the Residence to Fancy Food so that the initial resources can be used for Weapons and Coin.
- Hire a new General with your first Weapon and 10 Coins.
- Produce soldiers (Pikemen or Musketeers, depending on your General) and expand.
- Look for sectors that have Iron Ore and Coal sources first.
- Choose Coal and Gold from Rewards to keep Coin and Iron production running. It's best to use three work yards for each mine, along with three Iron Smelters.
- Locate a source of Gold.
- Establish Food and Tool production. Food production can be established earlier, but hold off on the Toolmaker to save Iron for Weapon production.

Middle Phase

- Develop strategies! Consider which Victory Points you can achieve. Is an opponent sector unguarded and unfortified?
- If an opponent has no fortifications or soldiers, a quick rush can be advantageous. You should have 13 to 14 soldiers and a specialized General after the initial phase. These soldiers ensure you're strong enough to eliminate other opponents, especially weak ones.
- Locate Special Sectors. They must be acquired during the middle phase because it takes time to fortify them.
- Keep an eye on your opponent! If the opponent is upgrading fortifications, include some Cannons in your soldier production. This helps launch an attack in the final phase.

Final Phase

- This is the most difficult phase for players favoring Warfare because opponents have had time to upgrade fortifications and build a small army. Overcoming upgraded fortifications takes a lot of soldiers (and that means a lot of resources).
- When opponents play defensively, plan ahead to produce Musketeers and Cannons. These units can be used to destroy fortifications.

Other Branch Building Recommendations

The Export Office! The Export Office is mainly used to provide Coin to your Stronghold. Players using Warfare can get plenty of Coin and Prestige with an Export Office. On some maps, this also provides access to more Victory Points. The Export Office can help you get Victory Points that may otherwise be out of reach (such as Banker, Sun King, and many Event Location Victory Points).

Additionally, it's useful to establish Garment production during the early phases of the game. Garments can be easily exchanged for Coin later on. Use Coin to purchase soldiers and Generals. Extra Coin is also handy to hire new soldiers from the Tavern during an Iron shortage.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips
- Bastian Hartmann, QA
- Xenia Hartleb, Game Design
- Bruce Shelley, Consultant

Andreas Nitsche, Lead Game Designer
Wolf Reitsamer, Programmer
Tobias Sandkuhl, QA
Jochen Peketz, Lead Level Designer
Volker Stuckmann, Game Designer
Daniel Sawitzki, Programmer
Alan Au Yeung, QA
Gustav Pavlou, QA
Hannes Wengenroth, Programmer

Generals

Three Generals are highly recommended: Bertram, Theobald, and Siegfried. They give a 50 percent boost to close combat (Bertram), ranged combat (Theobald), and siege attack (Siegfried). If you hire these Generals, be sure to adapt your strategy and army accordingly. For example:

Bertram: He boosts Pikemen and Cavaliers. He is unmatched in close combat. Only Theobald with a complement of Cannons poses any danger. He also improves your defenses because his boost reduces soldier casualties.

Theobald: His army should include Musketeers and Cannons. Theobald is very good against neutral sectors and Event Locations, especially when used along with a group of Pikemen. While the Pikemen focus on each other, the boosted Musketeers attack from a safe distance. When pitting Bertram (with 35 Cavaliers) against Theobald (with 35 Cannons), Theobald wins with at least five Cannons surviving the battle.

Siegfried: Hire him when you have to attack an opponent or get past their fortifications. He is also useful in conquering fortified Special Sectors.

It's helpful to have two or more Generals in your army. Keeping your default General allows you to use two Generals, *even without a Stronghold Upgrade!* The ideal combination would be Bertram and Theobald because both are nearly invincible with the right configuration of soldiers. The only concern is that an opponent with a Stronghold may hire one of them first.

Typically, your choice of Generals determines your play style and strategy! Develop specific tactics early in the game.

Xenia Hartleb, Game Design

For maps with a large number of Victory Points, it's best not to focus on a single branch because another player may choose to develop the same one. I always focus on a combination of Technology and Warfare. Though this makes me rather weak in the beginning, my strength begins to show later on. This is most effective when you use fortifications to protect yourself at the start of the game.

Bruce Shelley, Consultant

Opening Moves

1. On most maps, I have four early goals: set up basic production chains; begin sector expansion; choose between Warfare, Trade, and Technology; and begin Fancy Food production.
2. My basic production chains include Stone, Plank, and Tools. A lack of living space and Tools often stifles an economy. Stone and Plank production makes it easy to increase living space by building Residences.
3. I like to have one Quarry, but provide it with Fancy Food to maximize Stone production. If Hunting Grounds are available, I set up at least one Hunter and Butcher's. I then provide Fancy Food to Hunters and Butchers to maximize production and conserve Plain Food.
4. Conquering neutral sectors is useful for Prestige and Conquest Rewards.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips
Bastian Hartmann, QA
Xenia Hartleb, Game Design
Bruce Shelley, Consultant
Andreas Nitsche, Lead Game Designer
Wolf Reitsamer, Programmer
Tobias Sandkuhl, QA
Jochen Peketz, Lead Level Designer
Volker Stuckmann, Game Designer
Daniel Sawitzki, Programmer
Alan Au Yeung, QA
Gustav Pavlou, QA
Hannes Wengenroth, Programmer

5. How to spend the 10 Coins that are usually provided is one of the most interesting decisions a player faces when beginning a game. My usual strategy is to use eight Coins to buy two Pikemen, who reinforce my army before attacking at least one adjacent sector. I use the remaining two Coins to build two Prestige Objects. The two Prestige points are enough to reach a new Prestige Level and unlock the Stronghold, Export Office, and Church, allowing me to build one or more branch buildings.
6. An alternative use for the 10 Coins is to hold on to them until you have a Stronghold or Export Office constructed, and then use the Coins to buy a better General.

Toolmaker

I build a Residence next to my Storehouse and attach a Toolmaker to it. I set the Toolmaker to "On Demand" and assign it Fancy Food. If I run out of Tools, my Toolmaker is primed to quickly produce multiple Tools. By setting the Toolmaker to "On Demand," I'm keeping unneeded Tools from being produced, which would use up Iron and Fancy Food that could be more useful elsewhere.

Early Fancy Food

I like to use Fancy Food early in the game to boost Stone production mainly, but often Plank production as well. For each Butcher's consuming Fancy Food, I can provide Fancy Food to one additional work yard. How best to spend surplus Fancy Food depends on my expansion strategy: Books and Jewelry for Technology, Garments and Jewelry for Trade, or Weapons for Warfare.

I prime Fancy Food production by giving Hunters Fancy Food to triple Animal gathering. Then I place a Noble Residence close to my Hunter and attach two or three Butchers to it. I give my Butchers a Fancy Food boost. I avoid gathering Wood near Hunting Grounds, or I replant trees I cut down. Because Hunting Grounds deplete quickly but replenish slowly, I often set up a Piggery near Grain Barns and give it a Food boost.

Launching Technology Expansion

As soon as my Church is built, I train five Novices with my starting resources. By training five, I can respond if an opponent attempts to take over my first Technology. My favorite first Technologies are Ornamentation (boosts Prestige) and Hygiene (boosts living space). To continue Technology research, I set up a Farm to produce Flour (for a Bakery) and Grain to send to a Brewery.

Launching Trade Expansion

As soon as my Export Office is built, I train five Hawkers with my starting resources. I send two to open a Trading Outpost and use the rest for trading until I train enough to reach additional outposts. My favorite first Trading Outpost allows me to trade Cloth for Stone. Once I have that outpost and a steady supply of Cloth, I never lack for Stone and can easily upgrade important streets to improve resource deliveries.

Attacking Fortified Sectors

These attacks require a big investment in soldiers and result in heavy casualties. I prefer to have at least 12 Musketeers to attack wood towers and 15 to attack wood palisades. A better General or military Technologies can reduce those numbers slightly. I want at least 10 Cannons and a Standard Bearer to attack stone fortifications.

Because any army attacking fortifications will take losses, lose some morale, and use ammunition, it is vulnerable to attack when it gets past fortifications. For that reason, I prefer to have two armies available when attacking an sector if a defending army is nearby.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips
Bastian Hartmann, QA
Xenia Hartleb, Game Design
Bruce Shelley, Consultant
Andreas Nitsche, Lead Game Designer
Wolf Reitsamer, Programmer
Tobias Sandkuhl, QA
Jochen Peketz, Lead Level Designer
Volker Stuckmann, Game Designer
Daniel Sawitzki, Programmer
Alan Au Yeung, QA
Gustav Pavlou, QA
Hannes Wengenroth, Programmer

Beer Production

Making Beer is essential to pursue Technology expansion and useful in any case because it can be traded for Coin at the Tavern,

Prestige Options

My Prestige options are usually taken in this order: branch buildings, Constructor, Street Upgrade, and Storehouse Upgrade. Most of these are good for improving the overall efficiency of my economy. A Geologist is a good alternative if my mines are exhausted. Another alternative would be a branch building upgrade to quickly advance in branch expansion, particularly Trade or Technology.

Trade Expansion Vulnerability

Trade is vulnerable because you need a clear path from your Export Office to a trade sector. When I am trading, I use fortifications and soldiers to secure a trade path. When playing against an opponent who is trading, I look for opportunities to capture a sector that blocks their trade path, or one that holds their Export Office or Shepherds.

Hunters and Foresters

Foresters get no boost from Food, so a Forester can be attached to a Lodge using Fancy Food with no cost. If I need to cut trees near Hunters, I like to place a Forester to maintain the Hunting Grounds. Or similarly I might attach a Forester to a Lodge with an existing Sawmill. Any Food boost I assign to increase Plank production would not apply to the Forester.

Work Yards per Residence

I prefer to assign one work yard per Residence to maximize living space while giving me the most flexibility when assigning Food boosts. I prefer to put the work yard behind the Residence, allowing me to place more buildings along a street. This may not be possible due to terrain. In this case, I often concentrate work yards, such as three Bakers or three Butchers.

Space for construction is a resource to be managed like any other, especially if I want multiple Farms to produce Grain, Flour, Wool, Horses, and Animal. Allowing space to squeeze additional Residences into a sector can be very helpful.

Duplicate Residence Work Yards

I usually prefer to build no more than one of each work yard and place it near its required resources or buildings that use its finished goods. For example, the Blacksmith should either be close to an Iron Smelter (the source of Iron) or close to a Stronghold (which uses Weapons made by the Blacksmith). Exceptions might be the Butcher's (I place up to three on a single Noble Residence close to a Hunter or Piggery), Bakeries, and Weaving Mills (close to Shepherds or a Tailor).

Building unnecessary work yards can be useful, however, if you are contesting the Metropolis Victory Point.

Extra Victory Points

In a very competitive game, just reaching the required number of Victory Points may not be enough to win because your opponents can gang up on you and try to take several away in time to prevent your victory. If possible, strive for seven Victory Points when you need six, or five if you need four, to give you a better chance of holding on to enough to win.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips
Bastian Hartmann, QA
Xenia Hartleb, Game Design
Bruce Shelley, Consultant
Andreas Nitsche, Lead Game Designer
Wolf Reitsamer, Programmer
Tobias Sandkuhl, QA
Jochen Peketz, Lead Level Designer
Volker Stuckmann, Game Designer
Daniel Sawitzki, Programmer
Alan Au Yeung, QA
Gustav Pavlou, QA
Hannes Wengenroth, Programmer

Andreas Nitsche, Lead Game Designer

Storehouses are the backbone of your economy. Because you are responsible for the storage and transport of all resources, the efficiency of your economy is closely linked to your Storehouses.

So, players should not be stingy in Storehouse construction. A Storehouse can be helpful in replenishing your goods and boosting your economy at every Farm, Lodge, and Mountain Shelter; every line of Residences; every Well and branch building; every fork in the road; every long path; and each sector boundary.

The ability to upgrade your Storehouses is also a great help. It's a Prestige option that can be unlocked with an appropriate Prestige Level. This is important because your Storehouses begin with limited capacity and only two Carriers. If the Storehouse is filled with a specific good, the related work yard cannot function without more storage space. Capacity is more than doubled with the first upgrade, and another Carrier will help speed production. The second upgrade gives you another Carrier and unlimited storage capacity.

However, the most significant advantage of a fully upgraded Storehouse is something else entirely: After the second upgrade, you can transfer specific resources. One click and your Carriers begin transporting the desired resource straight to your Storehouse, provided they aren't required by a work yard. This option is especially helpful if smaller Storehouses have reached capacity or if you want to transport resources from a remote or vulnerable sector to your town.

However, Storehouses don't merely help you get your economy running. They also can contribute to Victory Points: Because Storehouses need less space than work yards, employ more Settlers, and can be upgraded easily, they are well suited to increase your working population during a final push to gain the Metropolis Victory Point.

Wolf Reitsamer, Programmer

Beer—your solution to any problem! Use it to train clerics and research useful Technologies, or let your Carriers bring it to the Tavern and trade it for Coin to invest in Pikemen and Musketeers.

Tobias Sandkuhl, QA

Food Boost

Confucius said: "Master the Food boost and you master *Settlers 7*!"

Work yards can be assigned Food boosts to increase their production. If you assign a building Plain Food, production doubles. If you assign it Fancy Food, production will triple. Noble Residences always require Plain Food. If you assign Fancy Food to a Noble Residence, it doubles production. If you set a Butcher's on Fancy Food, it will need one unit of Fancy Food per production cycle and produce two. This eliminates its Plain Food requirement.

But be careful, if you don't have the assigned Food or it's claimed by other Settlers, the work yard won't produce anything!

Storehouses

The Storehouses function in the way flags did in previous games. Initially, every Storehouse provides two Carriers who can deliver five units each. With the first upgrade of the Storehouse, you can store a maximum of 20 units of each resource. The number of Carriers and the storage capacity increase when you upgrade your Storehouses, so it's good to construct plenty of Storehouses.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips
Bastian Hartmann, QA
Xenia Hartleb, Game Design
Bruce Shelley, Consultant
Andreas Nitsche, Lead Game Designer
Wolf Reitsamer, Programmer
Tobias Sandkuhl, QA
Jochen Peketz, Lead Level Designer
Volker Stuckmann, Game Designer
Daniel Sawitzki, Programmer
Alan Au Yeung, QA
Gustav Pavlou, QA
Hannes Wengenroth, Programmer

For instance, there should be a Storehouse next to every work yard and at regular intervals to support work yards. This ensures quick and reliable resource deliveries.

The Geologist

The Prestige Tree (accessed through the crown icon; not immediately available in the campaign, but is in Multiplayer/Skirmish games), can unlock a lot of options for you. One of these is the Geologist.

The Geologist is a speleologist and replenishes depleted mines.

You can set every Miner to "Geologist" as soon as you unlock the option. One of the following three things can happen without depleting a mine:

- The Geologist produces a unit of that mine's resource
- The Geologist produces Stone from the mine
- Nothing

Victory Points

You have different options for victory in a Skirmish or Multiplayer game. You can beat your opponent by conquering his town sector with soldiers or earn the required number of Victory Points. Click on the star icon for a list of available Victory Points. This also explains the requirements for each Victory Point.

There are two types of Victory Points: static and dynamic. If a Victory Point shows a star with a padlock, it means that it cannot be lost once it has been won. It's a good idea to move quickly in this case.

Stars without a padlock mean that the Victory Point will be claimed by the player who meets the specific conditions at that time.

Special Victory Point Details

Cathedral: Bring Tools to the Cathedral construction site (the Event Location) to get this. However, you will need traders. You can train them at the Export Office.

Bishop's See: You get this if you fully upgrade your Church.

Genius: Requires a Church; research the central Technology to claim this Victory Point.

Fountain of Knowledge: When you've researched the most Technologies (at least three), you are awarded this Victory Point.

Tutorial for Expanding through Trade

The player who focuses on Trade differs from other players in the sense that he does not need an extensive economy, but, as the name suggests, lives off Trade.

Trade begins with the Shepherd. The Wool produced there is processed into Cloth by the Weaver (Weaving Mills are attached to Residences). Tailors attached to Noble Residences process the Cloth into Garments.

You can train Hawkers at the Export Office. To unlock and build it, use the Prestige Tree (crown icon). When you upgrade an Export Office, you can produce advanced traders (Salesmen and Merchants).

To trade with your traders, you will need free access to a Port or Marketplace (highlighted on the mini-map with green dots). Your traders can travel through neutral sectors to reach them. But if another player blocks your path to a trade sector, you can no longer trade! Don't let it come to that…



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips
Bastian Hartmann, QA
Xenia Hartleb, Game Design
Bruce Shelley, Consultant
Andreas Nitsche, Lead Game Designer
Wolf Reitsamer, Programmer
Tobias Sandkuhl, QA
Jochen Peketz, Lead Level Designer
Volker Stuckmann, Game Designer
Daniel Sawitzki, Programmer
Alan Au Yeung, QA
Gustav Pavlou, QA
Hannes Wengenroth, Programmer

Trade Menu

You can develop Trading Outposts on the Trade menu (globe icon). Basically, this works like Technology research.

The Trade menu opens when you click on the globe. You will see a world map if you have the required number of traders. Click on a Trading Outpost to start an expedition. As soon as your traders arrive, you can access that trade in the Port/Marketplace. The traders used will remain on site and will be removed from your population.

If a competitor has snatched a Trading Outpost from under your nose, you may not claim it, but you may pass through it to secure the area beyond it by paying a small toll.

Remember that you always need at least one trader to be able to trade. Also, you need a trader to deliver goods to Event Locations.

If you are clever in your trading, your Storehouse will fill quickly.

How Do I Get Tools?

You can get Tools in the Multiplayer and Skirmish modes either as Population Rewards (20 and 40 Settlers) or by conquering sectors.

You can purchase Tools with Coin in the Tavern. However, it is most practical to establish Tool production.

You will require Coal and Iron Ore to quickly establish Tool production. The following buildings are required to produce Tools:

Mountain Shelter + Coal Mine

Mountain Shelter + Iron Mine + Iron Smelter

Residence + Toolmaker

Lodge + Woodcutter

When you have enough Tools, you can set your Toolmaker to "On Demand." Additional Tools may not be needed.

With an additional Noble Residence and Blacksmith, you can also establish Weapon production.

Assign Construction and Production Priorities

To ensure that production and production shortfalls don't drive you mad and chase you from the game, use the Logistics panel to specify the tasks you wish to complete first. Click on the box icon at the bottom of the screen.

In this panel, you can drag and drop items to change the production sequence, as well as prioritize panels.

For instance, in the construction panel, you can specify the next building to be constructed. Drag and drop the most urgent building to ensure that it is built next.

If you urgently need to acquire soldiers, for example, and nothing else is as important, you can put Warfare above construction.

Simply click on the appropriate panel and drag it up. This will make sure that all tasks related to Warfare are given preference. This can be used to speed things up.

If you have enough space, build at least two Mountain Shelters and six work yards at every mine. Use three Miners to gather resources and set three as Geologists to replenish the mine. You may have to switch to four Geologists and two Miners or vice versa, depending on the situation and location.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips
Bastian Hartmann, QA
Xenia Hartleb, Game Design
Bruce Shelley, Consultant
Andreas Nitsche, Lead Game Designer
Wolf Reitsamer, Programmer
Tobias Sandkuhl, QA
Jochen Peketz, Lead Level Designer
Volker Stuckmann, Game Designer
Daniel Sawitzki, Programmer
Alan Au Yeung, QA
Gustav Pavlou, QA
Hannes Wengenroth, Programmer

Jochen Peketz, Lead Level Designer

Do not hesitate to knock down inefficient buildings to replace them with new ones. Keep in mind that a work yard requires a Tool and a Settler, and both could be needed somewhere else.

Here's just one example: A Fisher without Fishing Grounds is of no use to anyone.

Volker Stuckmann, Game Designer

Event Locations are always worth visiting! Be it an Enchanted Tower, a Dark Fortress, or the Misty Swamp, these special places are not just for sightseeing—they have something to offer!

You can get a variety of Rewards here by completing Quests that may help you become the most powerful kingdom. You can get Rewards that may help fill the gaps in your economy, useful Technologies if you don't want to place bids on the Technology board, or Free Passage through an Event Location to attack your opponents from behind. The Dark Fortress is home to a General who would be willing, under specific conditions, to join you without a vacancy in the Stronghold or Export Office.

But the most interesting are Victory Points and disasters.

Though the former demand the largest investment of the three options, you'll find it impossible to stay away from them! The latter delivers events that will strike at your enemy with great gusto. Regardless of whether it is a Marauding Army, disastrous Earthquake, devastating Thunderstorm, or Heavenly Wrath, a disaster can ultimately determine victory or defeat.

You will find one Quest each for Warfare, Trade, and Technology at every Event Location. So each player should find something of interest.

It never hurts to have a look at the closest Event Location at the beginning of the game and then decide on a branch building. A Stronghold can be advantageous if the Victory Point calls for a battle because opponents may have to struggle to reach the Event Sector.

You must also consider the costs involved: The number of required soldiers, resources, and clerics will adjust to your current number of Victory Points! It's essential that you factor this into your strategy and decide when you want to finish which Quest.

Daniel Sawitzki, Programmer

In a sense, your Settlers are to be envied! The little guys don't have to worry about choosing a profession. They simply perform the tasks assigned to them. And there are times where there is nothing to do, like when there is no Iron for the Blacksmith. In the Tandrian planned economy, no one needs to file for insolvency or run to the unemployment office. Instead, the Blacksmith hangs around and occupies valuable space in his beautiful kingdom. His work yard also takes up valuable space. Sometimes resources like Wood are reserved for him in the Storehouse and are unavailable to the Sawmill.

If there is a temporary shortage of resources, consider changing the production mode of the work yard (for example, set it to "On Demand"). If you can't acquire the required resources, you should knock down the work yard. The Settlers are altruistic in this case: For example, if you have three Blacksmiths next to



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips
Bastian Hartmann, QA
Xenia Hartleb, Game Design
Bruce Shelley, Consultant
Andreas Nitsche, Lead Game Designer
Wolf Reitsamer, Programmer
Tobias Sandkuhl, QA
Jochen Peketz, Lead Level Designer
Volker Stuckmann, Game Designer
Daniel Sawitzki, Programmer
Alan Au Yeung, QA
Gustav Pavlou, QA
Hannes Wengenroth, Programmer

each other, but your economy can only provide enough Wood and Iron for two Blacksmiths, then two of them will work at 100 percent efficiency and one with almost none. You can quickly identify this problem and remove the third Blacksmith. No worries, your Blacksmith won't launch a works council, but will totter along to the Castle instead and wait for your next order!

Alan Au Yeung, QA

Tips for Technology

Keep your economy as small as possible. Initially, production of Plank, Stone, Bread, Fish, and Beer are enough. Upgrade the Church and place Prestige Extensions around it. You can then unlock the next upgrade for the Church. Research **Forced March** or **Geology**, then research **Ballistics** and **Dictionary**. Starting resources (five Iron and three units of Jewelry) and three Fathers are sufficient for the second Church upgrade. Then research Architecture and Engineering after establishing Paper and Book production. Upgrades now cost much less and workers require no Tools, so you save on a production chain. Because all Technologies cost fewer Novices, you can research the remaining Technologies with sufficient Beer and Food.

Now upgrade your economy. The more Prestige Extensions you place around your Church, the more Prestige Levels you gain. You receive Rewards like five pieces of Jewelry after Prestige Level 14. You can use these for more Fathers, so you save another production chain and valuable resources.

Keep an eye on your enemies. Try to explore the Technology board completely, right up to the Victory Point. Save it.

Keep enough Novices on hand complete Event Location Quests.

You can even save on the Cathedral upgrade. When you unlock everything, you receive three to four Victory Points.

If no Brothers or Fathers are needed, set work yards for Paper and Books to "On Demand."

Outwit other opponents focusing on Technology. Outbid an opponent if they are researching Technology. It is very likely that they will then outbid you. Now you can research another Technology, while your opponent has to pay more for the other one.

If you have space, build two Mountain Shelters at a mine and build six appropriate Miners. Set two on "Always." The other four on "Geologist." This will allow resources to replenish and produce Stone. If you only have enough space for one Mountain Shelter, place three Miners, one on "Always" and two on "Geologist."

Try to explore the Technology board as much as you can. You can then move on to the Event Locations.

Try to send a Father to all bordering sectors so that you get an additional Apologia bonus for your army.

Depending on the map, spread your Grain Barns across Fertile Ground. Work yards like the Bakery or Brewery can be placed on infertile ground. Fertile Ground is especially important for the players using Technology.

Gustav Pavlou, QA

Special Trading Economy

My trick for success is well-running Garment production assisted by Fancy Food boosts. This will help you manage resources with no problems.

- **Purchase two Musketeers in the Tavern for expansion**
- **Build two Noble Residences to increase living space (don't build any work yards)**



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips
Bastian Hartmann, QA
Xenia Hartleb, Game Design
Bruce Shelley, Consultant
Andreas Nitsche, Lead Game Designer
Wolf Reitsamer, Programmer
Tobias Sandkuhl, QA
Jochen Peketz, Lead Level Designer
Volker Stuckmann, Game Designer
Daniel Sawitzki, Programmer
Alan Au Yeung, QA
Gustav Pavlou, QA
Hannes Wengenroth, Programmer

- Three Quarries at a Mountain Shelter
- One Lodge with a Woodcutter, Forester, and Sawmill
- When your Pikemen arrive, capture your first sectors. Head toward Gold and Coal Mines.
- If you have Fishing Grounds, build one Lodge with three Fishermen
- If you have Hunting Grounds (almost always available in your town sector), use a Lodge with a Forester and a Hunter. Quickly switch to Fancy Food using the Food menu in the Overview map. (You can see it after placing construction sites before the building has been constructed.)
- Build one Noble Residence with three Butchers. Quickly switch to Fancy Food using the Food menu in the Overview map. (You can see it after placing construction sites before the building has been constructed.)
- Set up an Export Office. Remember to place it at the sector exit nearest the Marketplace or Port. You must have enough space around the Export Office to build a large Prestige Extension.
- Build a Residence with a Toolmaker and Wheelwright. Quickly switch to Fancy Food using the Food menu in the Overview map. (You can see it after placing construction sites before the building has been constructed.) Important: Set both buildings to "On Demand" as soon as they are constructed; otherwise, valuable Iron will be quickly consumed.
- Build a Farm with three Shepherds. If possible build it directly across from the Storehouse and place a Well on each side.
- Build a Residence with three Weaving Mills
- Build a Noble Residence with three Tailors. Quickly switch to Fancy Food using the Food menu in the Overview map. (You can see it after placing construction sites before the building has been constructed.)
- Upgrade the Export Office once you establish the Trading Outpost "Coin for Iron."

First Trading Outposts

1. **Cloth for Stone:** Trade if required. Helps with Prestige Extensions, building and road upgrades.
2. Back to starting point
3. **Coin for Planks:** Trade if required. Helps in construction.
4. Gold for Iron: Trade if required. Helps in upgrading the Export Office, building Small Prestige Objects, and producing Tools, Weapons, Wheels, and Jewelry.
5. **Trade Reward:** These offer Jewelry. You will need them for traders.
6. **Wool for Tools:** Lies on the way to the next Trading Outpost, but I don't use it.
7. **Gold for Fancy Food:** The most important Trading Outpost for the player using Trade. All the Coin you collect, you should invest here. If you have enough Fancy Food available, you can boost your entire economy and increase production at all work yards. This is **the** advantage of pursuing the Trade strategy. No one else can get so much Fancy Food using other methods. Use this advantage!
8. **Wool for Coal:** Can be traded if Coal is required.
9. Trade Reward: These offer Jewelry. You need them for traders.
10. **Coin for Wood:** Trade if required. Needed for producing Tools, Weapons, and Wheels.



How To Use This Guide
The Battle for Tandria
Go Forth and Conquer: Game Basics
A Conquest Begins: Campaign Walkthrough, Part I
The Cost of Victory: Campaign Walkthrough, Part II
Developer Tips
Bastian Hartmann, QA
Xenia Hartleb, Game Design
Bruce Shelley, Consultant
Andreas Nitsche, Lead Game Designer
Wolf Reitsamer, Programmer
Tobias Sandkuhl, QA
Jochen Peketz, Lead Level Designer
Volker Stuckmann, Game Designer
Daniel Sawitzki, Programmer
Alan Au Yeung, QA
Gustav Pavlou, QA
Hannes Wengenroth, Programmer

11. **Trade Reward:** These offer Jewelry. You need them for traders.
12. **Gold for Horses:** You will need them for Merchants and Cavaliers.

You will naturally need Garments to produce new traders in the beginning. You must exchange them for Coin to have some liquidity. Use this Coin to trade for everything you need to expand your economy.

Once you have reached the Fancy Food Trading Outpost, I advise you to boost your Weaving Mills with it, build six additional Tailors and boost them with Fancy Food, as well. So, you've created a money-printing machine with very little space used.

After reaching the Coin for Horses Trading Outpost, you have everything you need to proceed on the Trade menu. Claim the Special Trading Outpost Victory Points and any other needed outposts. Now you're near the end of your path to victory.

As soon as you have set up the specified Trade empire, build and upgrade a Stronghold to produce soldiers. Use traded resources or, if you prefer, self-produced resources to produce soldiers. There is no other way to build up an army!

Hannes Wengenroth, Programmer

Always bring enough melee units to protect your Musketeers and Cannons!

Ranged units are usually more effective than their close combat counterparts—unless they are tied up in hand-to-hand combat. The ideal ratio depends on your opponent's soldiers and the nature of the battlefield. Trapping the enemy's Cavaliers on a narrow mountain path can tip the scales in a close fight.